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2nd Edition

The Magic Encyclopedia



Volume One

by
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The Magic Encyclopedia

Volume One

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Introduction

The Magic Encyclopedia Volume One is the first of two volumes detailing the plethora of magical items that have been printed over the years for the fantasy role-playing games produced by TSR, Inc. This project quickly turned into a true monster. We found magical items dating all the way back to 1974, from the original DUNGEONS & DRAGONS® three-volume boxed set, all the way through the last projects to be shipped in December 1991.

These two volumes contain approximately 5,500 magical items which have been released in a multitude of projects, ranging from accessories, boxed sets, flip books, folios, hard bounds, magazines, modules, and newsletters. Many of these items come from products that are out of print and nearly impossible to obtain, such as DRAGON® magazine Volume 1 Number 3, G3 *Hall of the Fire Giant King*, or any of the licensed role-playing game material such as RED SONJA, CONAN, or INDIANA JONES (to name but a few). We included items from these products for the sake of completeness. However, all of these products can be acquired by attending the auction at the GEN CON® game fair or at local conventions. The classified ad section in POLYHEDRON® Newszine is another good source for these rare products.

How to Use this Book

This game accessory is intended for use with either version of the AD&D® game. However, a little fiddling is all that is required to make the items listed here compatible with the D&D® game; see the DUNGEONS & DRAGONS® *Rules Cyclopedia*, Appendix 2 for help making conversions.

Each item listed herein is sorted by its name, given an experience point value, a gold piece value, and a product reference. To find a particular item, just look under its name in the table of contents. For example, all amulets are together, as well as all swords. Each volume takes a piece of the alphabet (i.e., Volume One contains A through G). This will help you locate items more quickly. **Experience Value:** To use an item's experience point value, check the particular rules you are using. In the original AD&D game, experience is awarded only

for items kept and used on adventures. In the AD&D 2nd edition game, experience is awarded to the character who creates an item. In the D&D game, experience generally is not awarded for magical items at all. However, many DMs find it convenient to grant experience points to characters who find and keep items no matter what rules the campaign uses. This makes it easier for a character to gain experience levels, yet it also takes away from the theory that the only way to gain experience is to kill everything in sight. In some entries, the word "Relic" appears instead of a numerical value. This indicates a unique and extremely potent item (sometimes also called an "Artifact"). Artifacts and relics have powers well beyond what even the most heroic mortal can wield. Experience is *never* given for these items, and the DM must carefully monitor their use in the campaign. Generally, it is unwise to introduce any magical item into a game unless the DM understands its powers and how those powers will affect play—this is doubly true for artifacts and relics.

Gold Piece Value: Gold piece value is used to give items a base worth. Many people believe the lack of monetary values for magical items is a major failing of the D&D game and AD&D 2nd edition game. These volumes alleviate this problem if this is your belief. The Dungeon Master should realize that the prices given herein are only suggestions. In campaigns that are magic-laden, these prices generally are acceptable. In campaigns where magic is rare, or the gold piece is as common as weeds, the Dungeon Master may wish to multiply all prices by a fixed amount. In one campaign, the DM may triple the cost of all items, whereas another may multiply the amount by ten. The DM should feel free to alter everything. In some entries, usually relics, the letter "P" appears instead of a numerical value. This indicates that the item is "priceless." The item is very valuable indeed; the item's true value might actually range from 100,000 to more than a million gold pieces, but the item's power, history, original owner, or construction makes it impossible to actually place a monetary value on it.

Some DMs also choose to give PCs experience for an item's base gold piece

value. We don't recommend this unless you want your PCs to advance very quickly.

Buying and selling magical items: The fact that this product includes a cash value for each item does not necessarily mean that magic items should be bought and sold like any other commodity. The thirst for treasure is what drives PCs to explore the world and face unknown dangers; if enchanted treasures can simply be bought, one of the PCs' most powerful motivations to be heroic can be compromised. Moreover, it is not easy to sell magic commercially. An enchanted item's nature and powers usually cannot be determined exactly, and some magical items are dangerous—even deadly. Also, magic items are a powerful inducement for thieves—why brave the wilderness or the soggy depths of a monster-infested labyrinth when you can burglarize the local magic shop? Therefore, we suggest that PCs seldom get more than half the listed price when selling a magical item for cash or trading it for another item. The PCs probably should get almost the full value, 60% to 85%, when trading it for services such as NPC spell casting. On the other hand, PCs should expect to pay five or six times the listed price when trying to buy items for cash.

A PC who owns a priceless item is in the same position as an art collector who owns an old masterpiece—the item is fabulously valuable, but nobody can afford to pay the true price. The buying and selling of such items must be role played out, with the seller doing his best to get whatever price the market will bear.

The forgoing might seem unfair, but it helps maintain play balance and assure the merchant a profit large enough to justify the risks. A sample magic shop, *Chemcheaux*, is included in this product as an example of how elaborate a large reputable magic dealer has to be to withstand the rigors of business.

The Product Reference: This reference code identifies the product where a full description of the item's powers is given and the page number where the description appears. The *Magical Encyclopedia* contains complete lists of every role playing product or role playing-related product, TSR, Inc. has produced before December 31st, 1992—

except for novels. The list in volume one begins on page 14; it is sorted in order of each product's Designator (The designator is the number that role-players recognize and use). The list given in Volume Two is sorted by the product number (the product number is the number that retailers recognize and use.) A product with a designator that begins with a letter (often followed by one or two numbers) is either a module, accessory, or magazine. For example, FR05 is the **FORGOTTEN REALMS®** accessory *The Savage Frontier*. Designators that contain only a reference number are generally hardbounds and boxed sets. For example, 2100 is the **ADVANCED DUNGEONS & DRAGONS® 2nd Edition DUNGEON MASTER™ Guide**. A little experimentation (and a little sorting of your personal stock of TSR products) will make referencing extremely easy within a short amount of time.

Volume one does not contain any tables for randomly determining what magical items are found in a treasure hoard, but such tables will be included in the second volume.

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Vincent Hendricks, Kevin Hendrix, Brian Hensley, Connie Rae Henson, Dale "Slade" Henson, Jack Herman, Richard Hernandez, Anthony Herring, C Hettlestad, Tom Hickerson, Theresa Hickey, Laura Hickman, Tracy Hickman, Robert Don Hughes, Richard M Hinds, W J Hodgson, Nina Kiriki Hoffman, Michael Hollinger, Jim Holloway, J Eric Holmes, Thomas Holsinger, Linda Holt, Vanessa Holt, Allen Hopkins, Brian Hopkins, Russ Horn, William Van Horn, Donald Hoverman, Dan Howard, David Howard, Bill Hoyer, Ken Hughes, Bruce Humphrey, Richard Hunt, Carl Hursh, Zoe Bell Hurst, Leigh Anne Hussey, Scott Hutchison, Matthew Iden, Stephen Inniss, Robert Isaacson, Helen Ives, James Jacobs, Peter Jahn, Stephan James, Ted James, Kim Janke, Paul Jaquays, Gary Jaquet, Janne Jarvinen, Robin Jenkins, Chas Jensen, Randy Johns, Harold Johnson, Jeffrey Johnson, Peter Johnson, Steve Johnson, Paul Karisson Johnstone, Christopher S Jones, Randy Jones, Spike Jones, Stefan Jones, Stephan Jones, Timothy Jones, Tony Jones, Sherman Kahn, Kory Kammer, Thomas M Kane, Nick Karp, Andrew Kasarskis, Timothy Kask, Dennis Kauth, John Kean, Mark Keavney, Christopher Kederich, J F Keeping, Robert Kelk, Dale Kemper, Eric Kemper, Terence Kemper, Rob Kern, Katherine Kerr, Nick Kessler, Jeff Key, Japji Singh Khalsa, Heidi Kilpin, Tim Kilpin, J Robert King, Stephen P King, Tom Kirby, Mary Kirchoff, Erik Kjærland, Steve Klein, David Kloba, Michael Kluver, Gerald Kleg, Ed Knight, Bryce Knorr, David R Knowles, Corey A Koebnick, Nick Kopsma, Mark Kraatz, Daniel Kramarsky, Greg Kramer, Dan Kratzer, Craig Kraus, Rick Krebs, Leigh Krehmeyer, Danny Kretzer, John Kroech, Christopher Krouth, Andrew Kruh, Heike Kubasch, Christopher Kubasik, Waldo Kuipers, Robert Kuntz, Steven Kuntz, Bruce Kvam, Clinton Lebombar, Michael LaBossiere, Michael Lach, David Ladyman, Dave "Diesel" LaForce, J Paul LaFountain, George Laking, Lenard Lefkofta, Martin Landauer, Brian Lane, Mike Lane, Jason Lawrence, Tom Lawrence, Susan Lawson, Jeff Leason, Timothy Leech, Jon Leeke, Matt Legare, Douglas Lent, Hartley Lesser, Patricia Lesser, Timothy Lethbridge, Andy Levinson, Lynn Li, Lawrence Liao, Bob Liddell, Kira Linda, Gordon Linzner, Richard Lipman, Tom Little, Jon Littrell, Angelika Lokotz, Eddie Longwell, James Lowder, Eileen Lucas, Mark Lucas, Matthew Maaske, Larry "Mac" Macabee, George MacDonald, Michael Madden, Raymond Maddox, Michael Malone, Tim Maito, Bryan E Manahan, Mike Manolakes, Ralph Mansson, Francois Marcele Froideval, David Marconi, Bennett Marks, David Marlett, Chris Martika, David Edward Martin, James Martin, Jeff Martin, Jon Martin, Kira Martin, Stephen Martin, Theron Martin, John Marvin, Kevin Marzahl, Tom Masher, Edwin Mason, Mark Mathis, Lonnies Mathey, Jon Mattson, John Mau, Steven Maurer, John M Maxstadt, Randy Maxwell, Paul May, Ardath Mayhar, Mick McAllister, H L McClesky, Thomas McCloud, Colin McComb, Andrew McCray, Anne Gray McCready, Michael McCrary, Michael McDaniel, Jeri McGraw, Joel McGraw, Aaron McGruder, Jeanne McGuire, Terrence McInnes, Robert McKittrick, Guy McLimore, James McMillan, Cheryl McNally Frech, Steve Mecca, Geoffrey Meissner, Kevin Melka, Frank Menter, Gordon R Menzies, Bill Mercer, Tim Merrett, Karl Merris, Shawn Merwin, Philip Meyers,

Bill Mickelson, David Miller, Donald Miller, John Miller, Marc Miller, Steve Miller, Jeff Mills, Jim Milner, Stuart Miniman, Keith Minnon, Greg Minter, Patrick A Minton, C E Misso, Blake Mobley, Kim Mohan, Pete Mohney, Tom Moldvay, Dave Monson, Gus Monter, David Montgomery, Eric Moon, Jack Mooney, Lynne Moore, Roger E Moore, Richard Morenoff, Ray Morgan, Michael Mornard, Graeme Morris, Robert Morris, John Morrissey, Christopher Mortka, Steve Morton, Nicholas Moschovakis, Todd Mossburg, Danny Moynihan, Bill Muhlhause, David Mumper, Brad Munson, Kevin Murphy, Carl Myer, David Myhre, Nick Nasati, John Nephef, Bruce Nesmith, Itamar Netzer, Jeff Neufeld, Charles Neverowski, Grey Newberry, Marc Newman, Tony Newton, Rob Nicholls, Wes Nicholson, Douglas Niles, Bruce Norman, Kate Novak, Harry Nuckles, Mark Nurver, Steve Null, Jody Lynn Nye, Ed O'Connell, Nick O'Donohoe, Jeff O'Hare, Antonio O'Malley, Samuel Offutt, Dale Oldfield, Charles Olsen, Skip Olsen, Jerry Oltion, Bruce Onder, Eric Oppen, Jay Ozurs, J Jasper Owens, David Packard, Rodney Jay Paddock, Mark Palmer, Steven Palmer, Jason Pamental, Nick Parenti, Arn Ashleigh Parker, Rembert Parker, Roy Parker, Carl Parlagreco, Sam Parsons, Carol Pasnak, Robert Pasnak, Eric Pass, John Patruon, Jack Patterson, Ronald Pehr, David Pemberton, Buddy Pennington, Steve Perrin, Chris Perry, Michael Persinger, Jason Pervier, Sandy Petersen, Cheryl Peterson, Jeffrey Pettengill, Penny Petticord, Hubert Phillips III, Jon Pickens, Andy Pierce, Ben Pierce, Rocco Pisto, Jon Pitchford, Brian Pitzer, Robert Plamondon, Darrel Plant, Greg Poehlein, John Polojac, Keith Polster, Mike Pondsmit, Todd Pote, Travis Powell, John Prados, Jon Prager, Michael Price, Patrick Price, Brad Probert, Matt Prusa, Tom Prusa, Anthony Pryor, Michael Przytarski, Louis Pulsipher, Bruce Rabe, Jean Rabe, Keith Radloff, G Arthur Rahman, Glenn Rahman, Lawrence Raimonda, Charles Ramsay, Jonathan Randen, Jackie Rasmussen, Merle Rasmussen, Matt Rattuson, Roger Raupp, Joseph R Ravits, Tracy Reed, David Reeder, Will Reeves, Paul Reiche III, Rick Reid, David Reimer, Mark Rein Hagen, Rob Reitmann, J R Renaud, Robin Rhodes, Patrick Rice, Greg Rock, Holly Ruggenbach, Gregory Ruhn, Robert Rinas, David James Ritchie, Deborah Ritchie, Norm Ritchie, Scott Rosch, Ben Robbins, Ralph Roberts, Thomas Robertson, Evan Robinson, Mike Rodgers, Alma Darr Rogan, David Rogers, Ken Rolston, Chas Rooney, M S Rooney, Joel Roosa, Rick Rose, Dave Rose, Kevin A Ross, Keith Routley, Marcus Rowland, Richard Marcus Rowland, Tim Royappa, Thomas Ruddick, Chris Ryan, Mary Ryan, Rich Rydberg, Robert Ryan, Stanley Sachriefer, Charles Sagui, Andrew Salamon, Daniel Salas, R A Salvatore, Dan Sample, Eric Sanko, Carl Sargent, Heather Lynn Sarik, Charles Saunders, Steven Saylor, Craig Schaefer, Steve Schaeffer, Roy Schelpner, Steven Schend, Lawrence Schick, Thomas Schlosser, Brad Schnell, Dave Schnur, Chris Schon, Robert Schroeck, Dave Schroeder, Tim Schroeder, Dan Schultz, Matthew Schutt, Greg Schwartz, Thayatas Schwartz, Clyde Scott, Curtis Scott, Matthew Scott, Sean Scott, Sonny Scott, Matthew Seabaugh, John Seaton, Saska Isaac Segan, Steve Seguin, Bill Seligman, Michael Selinker, Carol Severance, J Eric Severson, Preston Shah, Elukibes Shahar, Jim Shamlin, Niall Shapero, Gregg Sharp, Michael Shei, Fraser Sherman, Mark Shipley, Ron Shirz, Dean Shomahak, Brian Shuler, Jonathan Simmons, Pete Simon, William Simpson, Mike Sitkiewicz, Ralph Sizer, Bill Slavicek, Jon Slobom, Lisa Smedman, Carl Smith, Curtis Smith, Doug Smith, L Gregory Smith, Larry Smith, Lester Smith, Lionel Smith, Marc Smith, Paul Smith, R P Smith, Rodford Smith, Roger Smith, Stephen Smith, Dan Snuffin, Edward Sollers, Ken Sommerfield, Mike Speca, Caroline Spector, Warren Spector, Ronald Spencer, Lee Sperry, Dan Spiegler, Garry Spiegler, Brenda Gates Spielman, Tim Stabosz, Michael Stackpole, Mark Stafford, Kevin Stein, Ron Stephens, Lisa Stevens, Rod Stevens, Brad Stock, Robert Stockdale, C C Stoll, Wayne Stratton, Jerold Stratton, Krys Stromsted, R D Stuart, Richard Stump, Paul Suhin, Colin Sullivan, Jeffery Sullivan, John Sullivan, Stephen Sullivan, David Sutherland III, Paul Suttie, Rick Swan, David Sweet, Anders Swenson, Jefferson Swycaffer, Lucy Szachnowski, John Szinger, Martin Szinger, Eric Szulczezwski, Stephanie Tabat, Pat Tapp, Philip Taterczynski, Matthew Taylor, Teng Teng, David Teopol, John Terra, Rudy Thauberger, Steve Thearly, Gary Thomas, Roy Thomas, Bryan Thompson, Kevin Thompson, Kristine Thompson, David Tillary, Brian Tiltonson, Lois Tilton, Clark Timmins, E Paul Tobin, W Todd Todorovsky, Tim Tolleson, Gorn Topic, Neil Topolnicki, Ken Tovar, Michael Tracey, William Tracy, Mark Trammell, Dave Trampier, Jape Trostle, Kevin Troy, Peter Trueman, Carleton Tu, Robert Tufts, Jay Tummelson, Don Turnbull, Harry Turtledove, David Ulrich, Brian Valentine, Costa Valhoun, Valeria Valusek, John Van De Graaf, Laurie Van De Graaf, William Van Horn, Charles Vanelli, Diamond Varaday, Allen Varney, Eric Scott Vaughn, Michael Ventrella, Dan Vernon, Paul Vernon, Janet Vials, Peter Vials, Tim Villadomino, Luciano Violante, William Volkart, Rig Voin, Denise Lyn Voskul, James Wade, Kristof Wade, Robert Wagner, Michael Wahl, David Wainwright, R Nathaniel Waldbauer, Stephen Wales, Arlan Walker, Eric Walker, Jason Walker, Larry Walker, Willie Walsh, Brenda Ward, David Ward, James Ward, John Warren, Scott Waterhouse, Gary S Watkins, Don "The Barbarian" Watry, Tony Watson, Lawrence Watt-Evans, Don Webb, Nina Webb, Rosemary Webb, Alan Webster, David Weeks, Margaret Weis, David Wellman, Jean Wells, Kuri Wenz, William Wenz, David Wesely, Kit Wesler, Jerry Westergaard, Tom Wham, William John Wheeler, Pat Whitehead, Joseph Wichmann, Royce Wick, Steve Wieck, Stewart Wieck, Lyn Wiedeman, Skip Williams, Elizabeth Williams, Gary Williams, Scott Williams, Steven Williams, Tomas Willis, Leonard Wilson, Ray Winninger, Steve Winter, David Wise, Lorcan Wlodarski, Christopher Wood, Edward Woods, Ted Woods, Lew Wright, Terry Wright, Julius Wu, Erick Wujiick, Lee Wurn, James Yates, Thomas Yeates, Nicholas Yermakov, Katherine York, AD Young, Barbara Young, Raymond Young, Mary Zambrano, Christopher Zarathustra, Peter Zelinski, Robert Zellar, David Zenz, Gerald Ziehm, Mickey Zucker, Alan Zumwalt, Thomas Zuvich

Chemcheaux

The Magic Shoppe for the Discriminating

Jett was tired. His bones ached, and the stitches across his abdomen made him painfully aware of every step he took. Ahead of him in the dusk was a building. Like an old friend, it stood waiting. Light from the barred windows threw striped patterns onto the street ahead of him, and a continual light sign above the entrance proclaimed: Chemcheaux 223. Jett padded to the door, which slid open to his touch as he entered. The all-too-familiar nausea coursed through his body as he passed through the door frame, but the sensation left as soon as he was inside the shop. Indoors, familiar sounds and smells greeted him. Chairs surrounding circular tables filled the room; in the corner, a group of bent, aging mages and priests sat about recounting tales of heroic deeds. A smile played across Jett's thin lips as he listened to the cronies for a moment. He remembered when he used to be impressed by the clientele this shop attracted.

The smell of exotic teas struck him, and a thirst built in the pit of his stomach. Pouring himself a mug from the steaming cauldron nearby, he settled himself down into a chair across from the gossiping mages. Within a few minutes, a thin rail of a man shuffled toward him.

"Hello, Jett. What can I do for you today?"

"My regards, Prismal." Jett said evenly, tapping his fingers slowly. "I am surprised to see you here. I thought you devoted all your time to the Electropolis branch."

"Well," Prismal replied, "I heard Gamalon was in town from the Rock of Bral, so I came to visit him. He can spin a yarn like no other. What brings you here?" The overly-thin man eyed Jett with caution. Jett's exploits were well known and somewhat notorious, and Prismal was wary.

"I've just returned from an "expedition," and I have some magical items to sell or trade," Jett whispered, not wanting to draw the attention of the other mages nearby.

"Well, you've come to the right place." Prismal stood and escorted Jett to the counter.

Chemcheaux (pronounced KEM-show), operated by Prismal, is a magic shop like none other. Having franchises in

thousands of cities on hundreds of worlds, these shops prove invaluable to both the adventurer and the common man. Each one is owned by a single individual or company, but all belong to the vast network. For more than 100 years, Chemcheaux has provided people with the rare and wonderful, the cursed and the bland.

Each Chemcheaux shop specializes in one single item. Chemcheaux 452 in Calimport, Toril, creates *potions of clairaudience*, while branch 223 in Ravens Bluff makes *swords +2*. In the back room of each shop, a *teleporter* allows the shop owner to enter the back room of any other Chemcheaux. Often a shop owner must visit another store to procure items for his customers.

The profits are *teleported* to Chemcheaux 1 in Electropolis, Pangaea, where they are distributed equally to all shop owners. These individuals take care of salaries, land rentals, taxes, etc.

Chemcheaux 223, Ravens Bluff

Please refer to the map on page 9. The numbers refer to various areas within the Chemcheaux building.

1: This is the front door to Chemcheaux. The door has a *Prismal's reversal* spell cast upon it.

2: These are thick windows. They are rumored to be unbreakable, and they are magicked to prevent *teleport* and *gate* spells from functioning within the building except for the *Chemcheaux teleport pad* in the back room.

3: This is the main meeting hall. Here, old mages and priests congregate to brag of their exploits, to learn about recently created magical items and spells, and to share their own arcane findings.

4: These cauldrons, basically for the mages and priests, hold hot exotic teas. Next to the teas, the Chemcheaux owners place donuts and other pastries.

5: This is a chest-high counter. All sales, exchanges and refunds are made here.

6: This is the wall separating the back room from the meeting hall. The wall is made of a large, thick enchanted mirror. The *mirror* is AC 8 and can withstand 100 points of damage before shattering. Further, it regenerates 10 hit points per round. If the mirror is broken, 1d4 + 3

images of level 12 or higher who were sitting behind the wall attack the offender with rods, staffs, wands, and spells—until the offender is driven off or killed. Thereafter, the Chemcheaux is temporarily closed until a replacement mirror can be teleported from Chemcheaux 1, and installed. This, and an investigation of the incident by Prismal usually takes 1d4 days.

7: This secret door allows access to a hidden section of the shop, where Prismal employees sit and watch the customers. If anyone besides the proprietor or Prismal opens these doors, a *magic mouth* screams a warning.

8: This door opens to the room containing the *Chemcheaux teleport pad*. If anyone other than the proprietor or Prismal opens this door, a *magic mouth* screams a warning, and a *glyph of warding* reduces the entrant by two levels, although a save versus spell at -4 negates the effect.

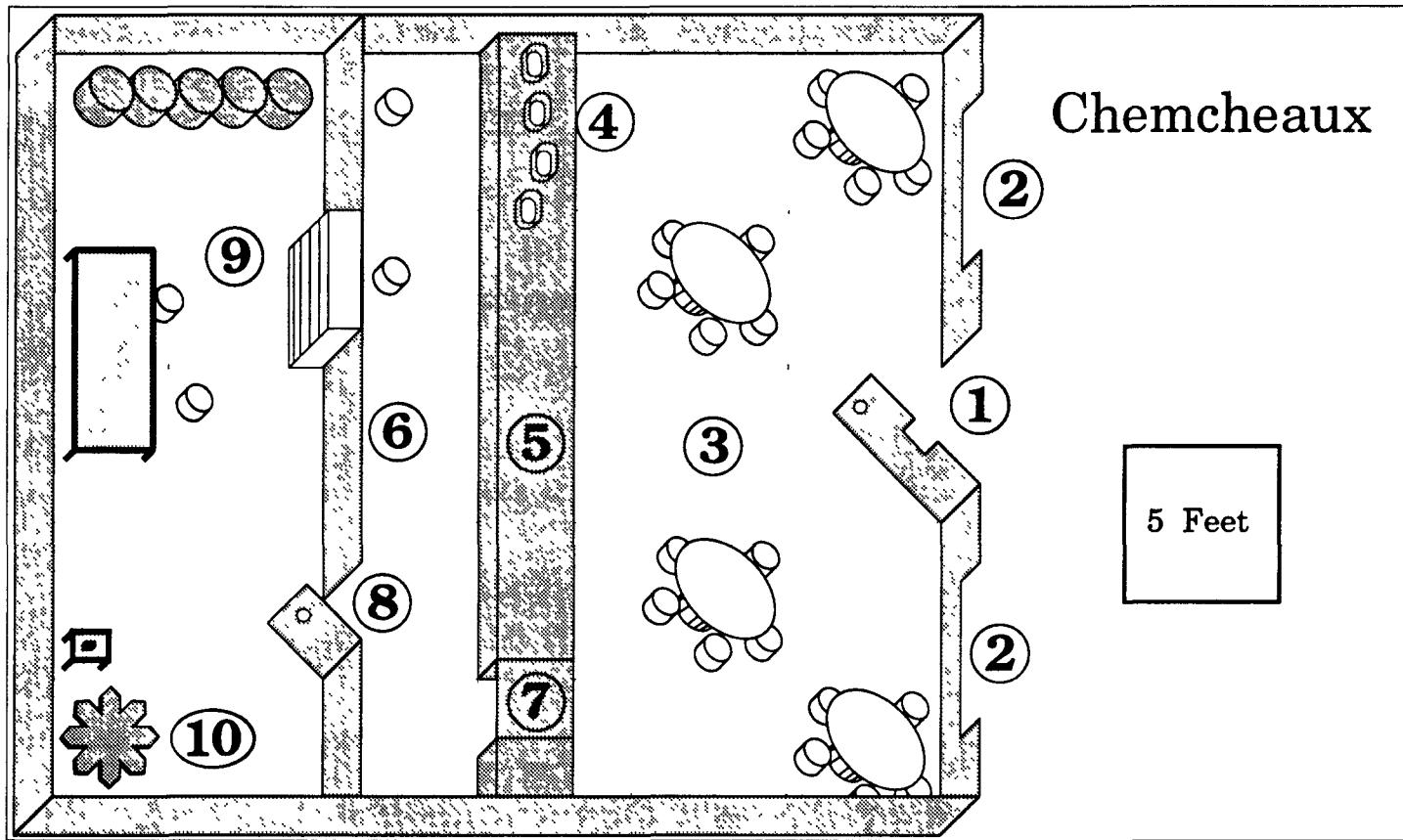
9: This is the back room. The equipment furnishings depend upon the items constructed at each particular shop. For example, a plethora of *swords +2* are stored at the Ravens Bluff shop.

10: This is the *Chemcheaux teleport pad*. Next to the teleport pad is a massive book resting on a small table. This book details the locations and numbers of each Chemcheaux and each shop's specialty. The book has three sections. The first section has the Chemcheaux in numeric order. The second section lists the Chemcheaux alphabetically by world and city. The third and most important list, details the Chemcheaux in alphabetical order by the item it creates. By standing on the teleport pad and saying the Chemcheaux number, the mage can instantly teleport to that location to pick up the desired item.

The Political Intrigue

Chemcheaux 223 is an oddity among Chemcheauxs. Chemcheaux can afford to sell items at a significant discount over what the majority of other magic sellers charge.

Because of that, the disgruntled Mage's Guild and an enraged Guild of Magic Shop Owners, who feared they would be put out of business, demanded the government pass a law inhibiting Chemcheaux's threat. The shop owners know they cannot compete with Chem-



cheaux's prices, and since their livelihood depends upon the sale of magic, they demanded Chemcheaux be limited—if not kicked out of the city.

The Ravens Bluff officials wanted to keep the Mage's Guild and magic shop

owners happy, yet they did not want to force Chemcheaux out. The officials see Chemcheaux as a way to acquire certain magical items for themselves. Therefore, they created a law that allowed Chemcheaux to place a shop in

Ravens Bluff, but only the retailers of magical items (i.e., magic shop owners) could buy from them. This assures Chemcheaux's future as a place of business. This new law states the following:

Wholesalers of Magical Items

Article I

1. All Wholesalers of magical items must serve a Brokerage function when selling or attempting to sell within the Areas of Ravens Bluff.

2. Wholesalers who do not serve within this law are subject to the penalties laid out forthwith in Article II, Section 1.

Article II

1. Any such actions taken by said Wholesaler that is not construed as brokerage in origin must sell all assets at one-half price to those retailers served by the brokerage for a period of no shorter than seven (7) years, or close said brokerage for a period no shorter than ten (10) years, and no longer than twenty (20), hereon called the Sales Quarantine. A fine of 50,000 gp must be paid at time of conviction.

2. Should said brokerage defy the Sales Quarantine, a fine of no less than 500,000

gp must be paid, the owner cast into hard labor for a period of not more than fifteen (15) years, the shop dismantled, and all said assets seized and sold at auction attended only by retailers within the Ravens Bluff Areas.

Article III

1. Wholesaler is hereby stated as an individual, company, institution, corporation, partnership, or group of individuals of any race or creed that sells magically enhanced or diminished items of any and all types, be it weapon, or non-weapon, be it clothing, or non-clothing, be it protection or non-protection, at a price equal to or below a pricing structure as transcribed forthwith by Article VII, Sections 1 and 2, and delineated forthwith by Article VIII.

Article IV

1. Brokerage is hereby defined as an individual, company, institution, corporation, partnership, or group of individuals of any

race or creed that only sells magical items to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed that do not sell items at costs delineated forthwith in Article VII, heretofore mentioned as retailers.

2. In this function as a brokerage, the Wholesaler guarantees the continuation of retailers in the Ravens Bluff Areas, assuring jobs, money, and economic growth for hundreds of Ravens Bluff people whose welfare demands the continuation of their personal or their relations' employment.

3. The Wholesaler who is found responsible for the loss of any jobs due to economic intervention of any kind, whether by direct sales to the general public, or any other reason deemed illegal or uncooperative by a Ravens Bluff court of law, must pay:

(A) Damages equal to seven (7) years salary including the taxes of such wages to be paid in full upon demand of the injured individual or individuals.

(B) Restitution to the owner of the bankrupted retailer equal to seven (7) years profit based upon past sales notwithstanding the year previous to the loss of business, or the best three years' profit within a fifteen (15) year time period, whichever is higher, to be paid in full upon demand of the injured company, including taxes on said monies.

(C) Reimbursement to the government of Ravens Bluff in the form of fines equal to one-half total monies paid in parts A and B of Section 3 in Article IV for the compensation of lost taxes on the monies lost in the bankrupt actions against the retailer and the unemployed individual or individuals, to be paid in full immediately, or within ten (10) days if notification of payment inability is made to the tax collector within twenty-four (24) hours of conviction.

(D) During such time as conflict with this article exists, the wholesaler is quarantined to the Ravens Bluff city limits until at such time parts A, B, and C of Section 3 in Article IV are met with satisfaction.

4. If the terms of the aforementioned Article IV are not met within a prescribed amount of time, or if the wholesaler does not meet the demands set by the notification of payment inability, the wholesaler is subject to the terms laid out by Article II, Section 2, as well as the payment demands laid out by the aforementioned Article IV, Section 3, Parts A, B, and C, as well as any other applicable Ravens Bluff law now made or not yet made as of the date of this law amendment.

Article V

1. The General Public is herein noted as being individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed that do not sell magical items to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed for continued monetary profit heretoforementioned as a retailer.

2. Those of the General Public also includes the occasional adventuring individ-

uals who sell their magical profits from excavations, adventures, and quests.

3. Those of the General Public who sell more than twelve (12) items in any consecutive twelve (12) month period at or below the price structure set up forthwith in Article VII, Section 1 and 2, are hereby noted as being a Wholesaler, and must abide by the articles set in this law.

Article VI

1. The Ravens Bluff Areas, or otherwise called the Areas of Ravens Bluff, includes the areas within the city limits of Ravens Bluff and the area surrounding the City of Ravens Bluff.

2. This surrounding area's northern limit is the Fire River, limited to the south and east by a radius of fifty (50) miles, and limited to the west by the Dragon's Reach Bay.

Article VII

1. Retailer is herein noted as being an individual, company, institution, corporation, partnership, or group of individuals of any race or creed that do not sell:

(A) More than 5% of their total gross income of magical items at or below the price set in Article VIII, Sections 1 and 2, or

(B) More than 5% of their total numeric sales to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed for less than or equal to the pricing guidelines set up forthwith and heretofore in Article VIII, Sections 1 and 2.

2. Retailers must be duly licensed as a retailer, and carry the license at the time of purchase when procuring items from registered wholesalers. This license must be shown at time of sale.

(A) The retailer's license must be surrendered upon demand of the guilds mentioned forthwith in Article VIII, Section 1, or by the Lord Mayor of Ravens Bluff.

(B) The retailer's license can only be purchased from the aforementioned guilds in Article VIII, Section 1, or from the Lord Mayor's council of businesses.

Article VIII

1. The Mage's Guild of Ravens Bluff and/or the Guild of Magic Shop Owners of Ravens Bluff, in conjunction or as separate entities, are solely responsible for the limit on magic item prices within the Areas of Ravens Bluff.

2. If the two guilds do not work in amalgamation, the higher of the two prices for a single item shall be used to determine the limit prescribed for determining if an institution is to be considered a Wholesaler.

3. These price guides can be reversed by the Lord Mayor of Ravens Bluff if he or she notifies the two guilds heretoforementioned in Section 1 of Article VIII in writing fifteen (15) days before they become law.

Article IX

1. Should an individual, company, institution, corporation, partnership, or group of individuals of any race or creed sell 5% or more of its items at or below the price set in the aforementioned Article VIII, Sections 1 and 2, it is hereby deemed a Wholesaler, and hereon confined to the terms laid out in this law.

Article X

1. A Wholesaler cannot sell magical items to the General Public as delineated in the heretofore mentioned Article V, Sections 1, 2, and 3.

2. If found guilty of such actions, the individual, company, institution, corporation, partnership, or group of individuals of any race or creed deemed a Wholesaler is confined to the penalties laid out in the aforementioned Article II, Section 1, or in Article II, Section 2 for repetitive offense.

Article XI

1. Chemcheaux, hereby noted as being owned and operated by Prismal the Outrageous, and managed by Rhodhan and/or Mortimer, is considered a Wholesaler and must observe all articles of this law herein.

Prismal The Outrageous

Male Human Wizard/Priest 35th/35th

STR: 14

INT: 20

WIS: 21

DEX: 13

CON: 18

CHR: 16

AC Normal: 1

AC Rear: 1

Hit Points: 96

Alignment: Lawful Neutral

Languages: Common, Centaur, Gold Dragon, Silver Dragon, Dryad, Dwarfish, Elvish, Minotaur, Satyr, Sylph

Age: 175 (Appears 50 or 60)

Height: 6' 2"

Weight: 170 lbs.

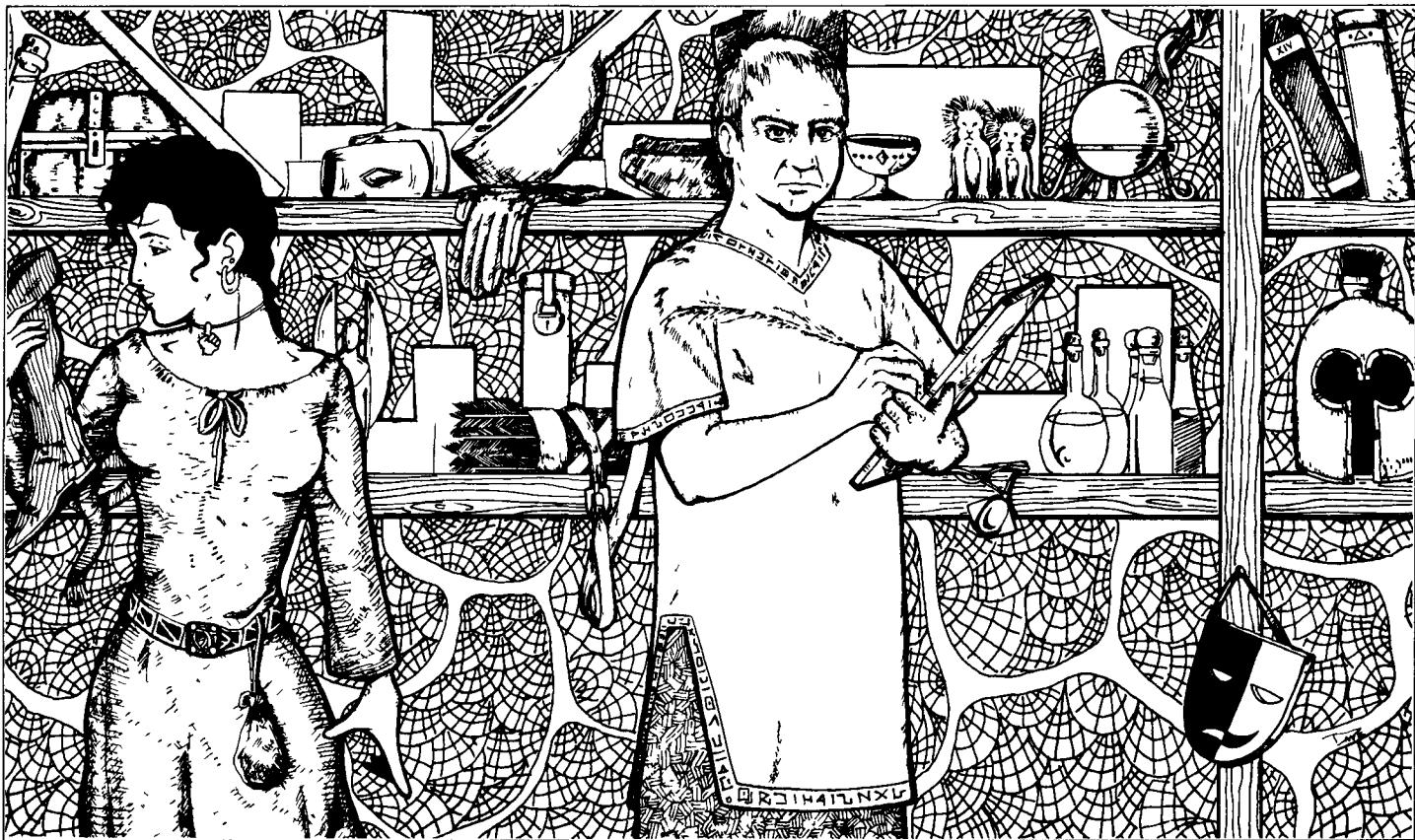
Hair/Eyes: Black, streaked with gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

Nonweapon Proficiencies: Ancient history (20), brewing (20), direction sense (22), etiquette (16), gem cutting (12), healing (20), herbalism (19),

The Translation

The law above states that anyone selling more than 12 magical items in a 12-month period at less than the prices stated in this product, must become a licensed wholesaler, selling his, her or its items only to retailers. If wholesalers are caught selling under-priced items to individuals rather than magic shops, the wholesalers are subject to the penalties stated in Section II.



reading/writing (21), religion (21), spellcraft (18), heraldry (20), pottery (11), weather sense (20)

Special Abilities: Immune to 1st and 2nd level illusion spells; immune to *cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, scare, and fear*.

Magic Items: *Ring of protection +5, cloak of protection +4, ceremonial sword (granting +1 to all saving throws, staff of the magi, and practically anything else he wants to procure from one of his shops.*

Wizard spells/day: 9 9 9 9 8 8 8 8

Priest spells/day: 13 13 13 12 11 9 9

Spell Books: Level One: *Alarm, armor, burning hands, cantrip, catapult*, change self, charm person, corporal light*, detect magic, enlarge, feathers, fall, friends, hold portal, identify, know school*, magic missile, scatterspray*, unseen servant, wizard mark*; Level Two: *Agannazar's scorcher*, bind, bladethirst*, blindness, continual light, deafness, decastave*, detect invisibility, ESP, flying fist*, ice knife**, invisibility, knock, know alignment, levitate, smoke shape**, smoke form**, vocalize*, web, wizard lock*; Level Three *Blacklight*, blink, clairvoyance, dire charm*, dispel*

magic, dispel silence, feign death, fireball, haste, icelance*, lightning bolt, mummy touch*, slow, steam breath**;* Level Four: *Charm monster, dig, encrypt*, fire gate*, fumble, ice storm, magic mirror, massmorph, missile mastery*, shout, spectral wings*, thunderlance*, transfix**, vacancy*; Level Five: *Airy water, avoidance, chaos, cone of cold, conjure elemental, dismissal, domination, fabricate, improved skull watch*, ironguard*, spiritself**, stone shape, telekinesis, teleport*; Level Six: *Aura**, chain lightning, conjure animals, contingency, control weather, eyebite, glassee, legend lore, move earth, part water, power word silence*, reconstruction*, true seeing, veil*; Level Seven: *Body outside body**, banishment, charm plants, duo-dimension, elemental servant**, iceblight**, forcecage, gemjump*, limited wish, phase door, prismatic spray, Prismal's reversal***, spectral guard*, spelltrap**; Level Eight: *Call**, cloud trapeze**, demand, giant size**, glassteel, incendiary cloud, mass charm, maze, permanency, prismatic wall, spell engine, sunburst*; Level Nine: *Astral spell, crystalbrittle, foresight, Elminster's Evasion*, gate, instant regeneration**, meteor swarm, shape change, time stop, weird*

* indicates spells from the FORGOTTEN REALMS® Adventures tome

** indicates spells from the Oriental Adventures tome

*** indicates new, unique, or very rare spells

Prismal always wears his hair in the latest style. Many believe Prismal is either immortal or had one of his special spells cast upon him to halt his ageing. Prismal tells his friends and close associates that he imbibes *potions of longevity*, but he does not drink them in the manner they were designed to be used. Instead of drinking a whole potion every 10 years to reduce his age, Prismal sips a small portion every few months or so. His motto has always been, "Take a little every so often, instead of a lot every 10 years. It's easier on the system." It is not clear if this actually keeps Prismal young (it probably doesn't), but something is maintaining his vigor.

Prismal and his younger brother were born to wealthy parents; his father was a ranger originally from Pangaea, and his mother was a wu jen from Kara Tur. The family lived in Shou Lung, and because of their affluence, the boys always had the best of clothes. To this day, the mage dresses in the finest robes available.

When Prismal reached the age of five, sohei from a nearby monastery assassinated his parents, taking Prismal, his brother, and all the family's wealth with them. The men dropped Prismal in the Dunes of Death, an ocean of sand more than 2,000 miles across. The sohei left Prismal to die, as he refused to cooperate with them. The men took his brother and disappeared.

After seven harsh months, during which Prismal barely survived, wandering priests happened upon the boy and escorted him to their monastery.

At age 25, he became a monk, and to this day his arms bear the burns of his fellowship: a leopard on his right arm and an oriental dragon on his left.

On Prismal's 30th birthday, the monks revealed that many years ago they had heard of a young boy who showed great promise in the mystic arts. They appointed their sohei to bring the boy to the Dunes of Death to see if he had the stamina to become a monk. In payment, the sohei could steal what they wanted from his parents' dwelling. That young boy was Prismal.

Angered by the news, Prismal fled the sanctuary of the monastery, vowing to avenge the death of his parents. Prismal searched the world for his brother, learning only that he was sold to a slave trader.

Disillusioned with the world, Prismal threw his efforts into magic, working on spells, and writing a book about his experiences in the process, *Prismal's Perils*. He had this manuscript transcribed 1,000 times, and was amazed how quickly the copies sold. One purchaser, Mortimar (not the Mortimer listed below), contacted Prismal with a business proposition. This offer entailed the creation of a magic shop to sell Prismal's books as well as every imaginable spell component. The sales of his books allowed the partnership to expand into seven stores in only one year.

Soon, Prismal gave Mortimar control over the business end of their new shop, which they dubbed Chemcheaux. Mortimer handled the sale and purchase of items and components, and the sale of new franchises. During this time, Prismal authored seven more books.

One day, an individual came into the shop, requesting a curse be placed upon a man who was involved his wife. Angered by the graphic story, Prismal agreed to help. The man rolled in a chest containing nearly 100,000 platinum pieces for payment.

Prismal searched for the would-be-victim for three days, eventually finding the man and placing a horrible curse on him. The man turned out to be an official in the Electropolis government in Pangaea, and Prismal's face turned up everywhere in the city on wanted posters when the man finally recovered. Prismal fled back to Chemcheaux where his partner, Mortimar was frantic with worry. Mortimar devised a plan to announce Prismal's death from an experiment gone awry. Prismal agreed to the plot and the constabulary stopped searching for Prismal once Mortimar conveniently "found" a body in an alley.

The whole incident actually was an elaborate setup by Mortimar. Mortimar got a notarized copy of Prismal's death certificate and had Prismal's name taken off the Chemcheaux ownership papers. There seemed nothing that Prismal could do about it. If he exposed Mortimar, Prismal would be tried and killed for his crime against the Electropolis official, and proving his partner framed him would be nearly impossible since the man who hired Prismal to embarrass the official disappeared.

After hearing his partner gloat over his achievements, Prismal fled Chemcheaux under disguise. He started working on his most fearsome spell, *Prismal's Revenge*. Within 11 months, the spell was complete, and Prismal transferred it to a cursed scroll. Disguised as a lowly fighter, Prismal walked into Chemcheaux with the scroll in hand. He gave it to Mortimar claiming it was a Dexterity booster followed by a Constitution enhancement. Mortimar paid only 50 gp for the scroll and decided to use the magic on himself. By the time Mortimar had finished reading the scroll, he was a twisted wreck of a man. Prismal left without a word and has never used the spell since.

Prismal's closest friend, Archmeagan, took over the Chemcheaux franchises. Mortimar, looking for a way to end his torment, confessed to cursing the Electopolitan official, even though he did not do it. Seven days later, Mortimar was executed. Prismal then came out of hiding, and was jailed for 60 days for falsifying government records—his death certificate. When he was released, Archmeagan returned ownership of Chemcheaux to Prismal, who has sworn not to let anyone else run his business again.

Mortimer

22nd Level Male Human Wizard

STR: 18

INT: 18

WIS: 16

DEX: 14

CON: 14

CHR: 15

AC Normal: 0

AC Rear: 0

Hit Points: 34

Alignment: Chaotic Good

Languages: Common, Centaur, Dryad, Dwarvish, Elvish, Minotaur, Satyr, Sylph.

Age: 52

Height: 5' 6"

Weight: 160 lbs.

Hair/Eyes: Brown and gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

NonWeapon Proficiencies: Ancient history (18), brewing (18), direction sense (19), etiquette (15), gem cutting (14), healing (18), herbalism (16), reading/writing (19), fishing (15)

Magic Items: Ring of protection +5, cloak of protection +5, wand of lightning

Wizard spells/day: 5 5 5 5 5 4 4 3

Spell Books: Level One: *Affect normal fires, alarm, burning hands, cantrip, feather fall, grease, hold portal, message, shocking grasp, sleep, spider climb, unseen servant*; Level Two: *Blur, deepockets, flaming sphere, forget, irritation, levitate, misdirection, scare, strength, web, whispering wind, wizard lock*; Level Three: *Dispel magic, fireball, hold person, infravision, nondetection, secret page, sepia snake sigil, slow, suggestion, tongues, wind wall, wraithform*; Level Four: *Enervation, extension, fear, hallucinatory terrain, illusionary wall, massmorph, Otiluke's resilient sphere, shout, solid fog, wall of ice*; Level Five: *Advanced illusion, chaos, cloudkill, dismissal, domination, dream, fabricate, hold monster, magic jar, shadow magic*; Level Six: *Disintegrate, extension III, geas, globe of invulnerability, invisible stalker, lower water, mislead, move earth, part water, project image*; Level Seven: *Banishment, charm plants, control undead, forcecage, mass invisibility, phase door, sequester, spell turning*; Level Eight: *Clone, demand, glassteel, mass charm, maze, mind blank, permanency, screen*; Level Nine: *Astral spell, energy drain, foresight, imprisonment, shape change, temporal stasis*

Mortimer is the owner and manager of Chemcheaux 223. Mortimer's, large frame makes him appear slow, but he is very dexterous, and his incredible strength makes him a foe to be respected.

With occasional assistance from Rhodhan, Mortimer keeps the increasing demands of the business at bay.

Born in Calimport, Toril, Mortimer was once looked down upon by the native Ravens Bluff people. Since he purchased the Chemcheaux franchise from Prismal and Rhodhan, however, his social status has taken a turn for the better. He is now invited to the large balls and elite social gatherings attended by only the very rich, or the very powerful. Mortimer relishes the lime-light.

Chemcheaux 223 was once the victim of an attempted robbery. Redrock Blueclaw of the Thieves' Guild aspired to relieve the shop of its fabled teleport pad. He heard Mortimer had his eyes only on retirement in the Almar Forest, and let security become lax. Redrock stealthily crawled into the shop under cover of night. Leaping over the counter, he sat to pick the lock on the door leading to the back room. However, as the lock clicked open, Redrock heard a faint footfall behind him.

A fist fight ensued, and Redrock barely escaped with his life. The little thief never knew that Mortimer let him get away.

Rhodhan

19th Level Human Male Cleric

STR: 13

INT: 17

WIS: 18

DEX: 15

CON: 14

CHR: 17

AC Normal: 0

AC Rear: 3

Hit Points: 44

Alignment: Lawful Good

Languages: Common, Centaur, Dryad, Dwarvish, Elvish, Minotaur, Satyr

Age: 44

Height: 5' 10"

Weight: 178 lbs.

Hair/Eyes: Light brown/Blue

Weapon Proficiencies: None

Non-Weapon Proficiencies: Animal handling (17), animal training (18) ancient history (16), healing (17), heraldry (17), herbalism (15), reading/writing (18), spellcraft (15)

Magic Items: Robe of protection +4,

boots of speed, ring of protection +3

Spells/day: 11 11 9 9 6 4 2

Rhodhan has major access to the spheres of All, Animal, Creation, Division, Elemental, Healing, and Protection.

A close personal friend of Prismal, Rhodhan was born on the world of Pangaea, in the city of Chamshaea. Rhodhan is a handsome man who is married to a beautiful wife. They have seven children, two of whom are grown and married; his eldest daughter has three children. Rhodhan prefers to keep his hair long and tied in a curly pony tail.

Even though their birthplaces are on opposite hemispheres of the planet, Rhodhan and Prismal ran into each other soon after Prismal regained control of the Chemcheaux franchises. (Prismal has kept the whole story behind the change in ownership secret from Rhodhan.)

Prismal was impressed with Rhodhan's care of the needy, and his love for the law, and hired him. As second in command in charge of Chemcheaux, Rhodhan, takes care of the selling of franchises, as well as the payments to the franchise owners.

Even though he is in control of these two functions, Rhodhan has 17 assistants who do the actual work. Rhodhan only makes sure the books are in order and that no one is skimming. Rhodhan has served in this function for 25 years, and his rumored take-home pay is greater than 100,000 gp per year.

Rhodhan has never engaged another being in combat. He never carries weapons, preferring to talk his way out of a fight. However, if his opponent demands an altercation of one sort or another, Rhodhan will agree to arm wrestling.

New Magic

Prismal's Reversal (Alteration)

Level: 7

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 5 Rounds

Area of Effect: One portal

Saving Throw: None

This enchantment reverses the relative velocity of an object, whether animate or inanimate, passing through the area of effect. The spell only can be cast upon an area bounded on four sides by solid

barriers, such as a window or a door. People running or objects flying through the spell's area are forced to spend more time passing through, while people who walk slowly actually move through very quickly.

This spell is very rare, and as of yet, Prismal is the only one known to use it. He has refused all offers to sell the spell, since knowing how the spell works makes it easier to destroy. A *dispel magic* has a 1% chance of negating *Prismal's reversal*, plus 1% per level of the caster.

Prismal created this spell as a theft deterrent. Since thieves are apt to run from an establishment, this spell makes the running thief extremely easy to catch. The chart below shows the time required to pass through the spell's effect relative to movement rates.

Speed	Time
3	1/16 Round
6	1/8 Round
9	1/4 Round
12	1/2 Round
15	1 Round
18	2 Rounds
21	4 Rounds
24	8 Rounds
27	16 Rounds
30	32 Rounds

The Chemcheaux Teleport Pad:

These pads are found only in Chemcheaux Magic Shops. By specifying a number, the person standing on the star-shaped pad is instantly teleported to the pad at the specified Chemcheaux.

If a *teleport pad* is stolen, Prismal and several of the strongest mages in his employ *teleport* themselves to the stolen *pad*. The mages simply stand on any of the remaining *teleport pads*, use the number of the Chemcheaux from which the *pad* is stolen, and they appear at the stolen *pad*, wherever it is. All the mages who come to retrieve the item are never under the 18th level of experience, and all carry items of extreme power. XP Value 20,000. GP Value 60,000.

Product List

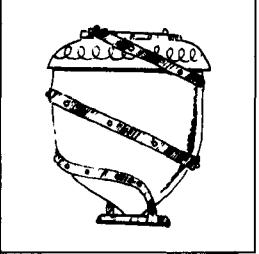
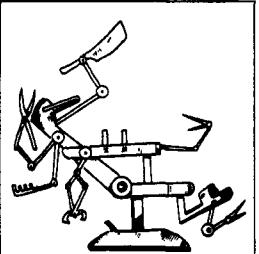
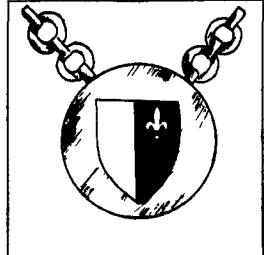
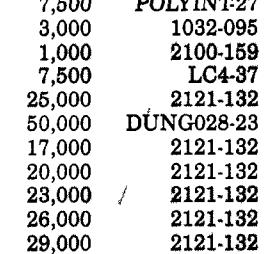
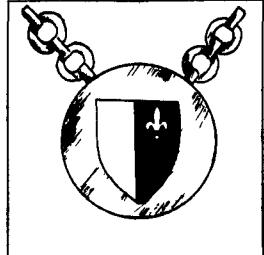
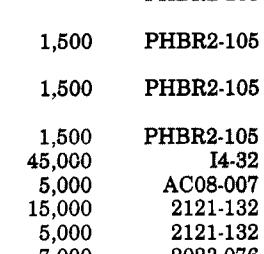
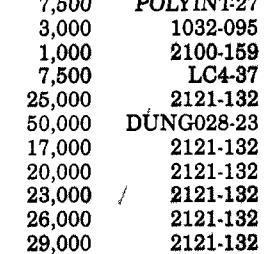
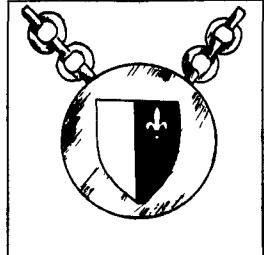
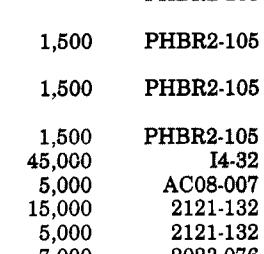
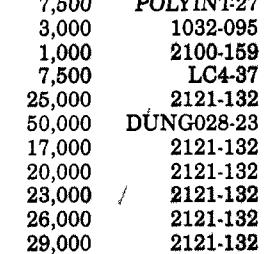
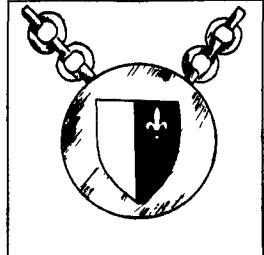
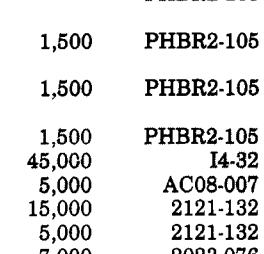
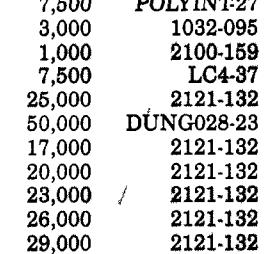
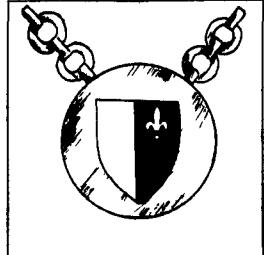
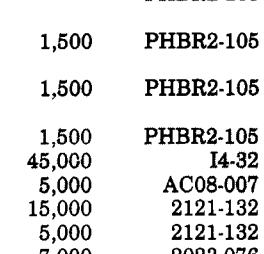
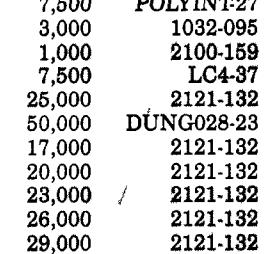
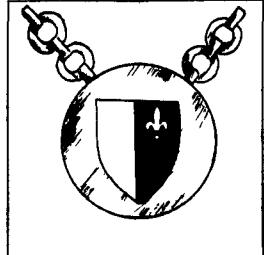
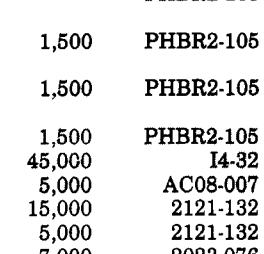
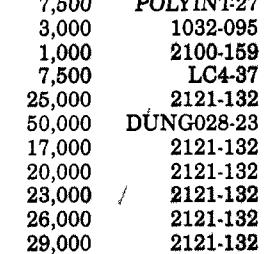
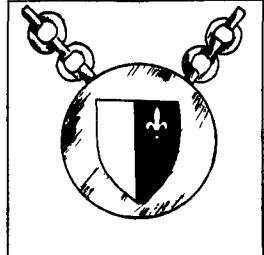
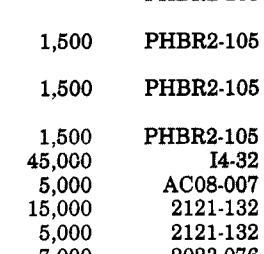
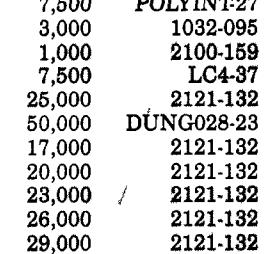
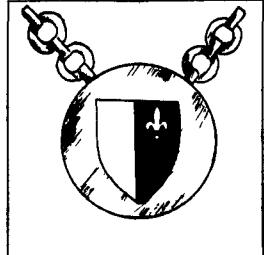
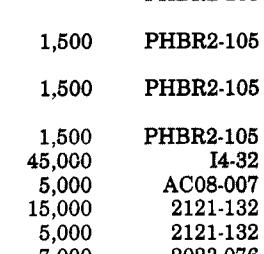
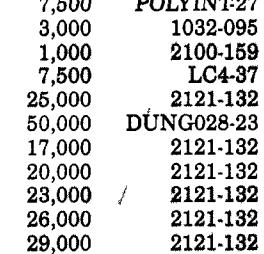
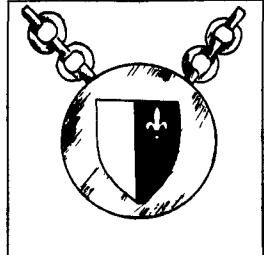
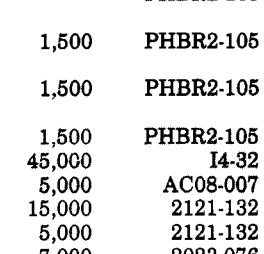
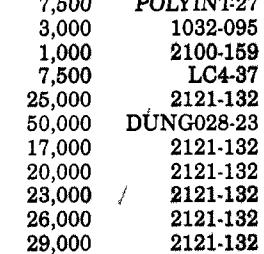
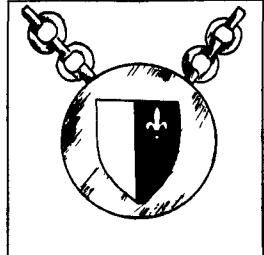
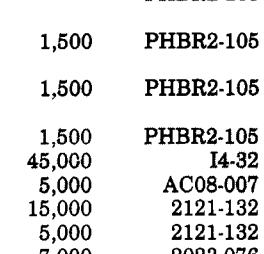
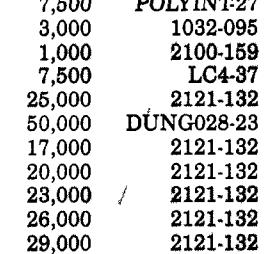
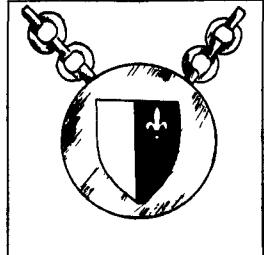
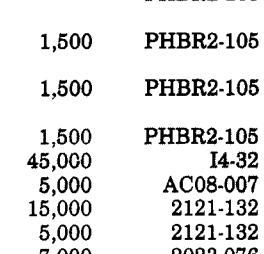
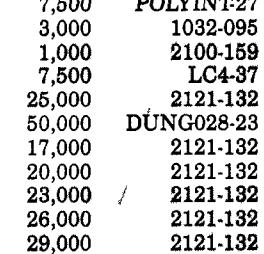
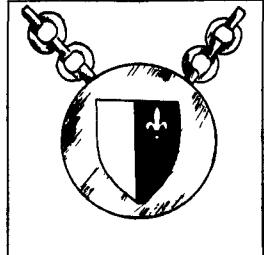
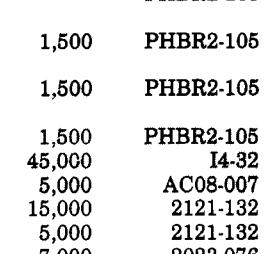
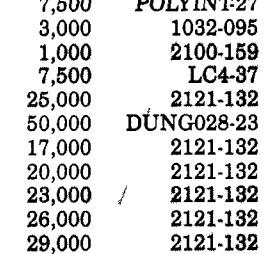
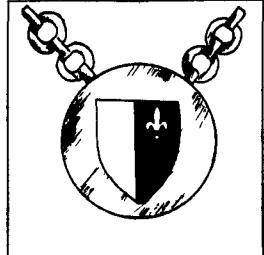
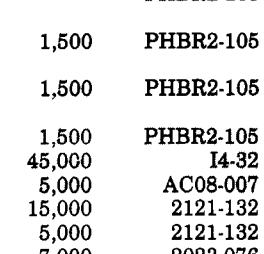
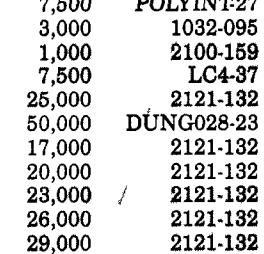
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AC1010	9372 Poor Wizard's Almanac	DDA4	9272	Dymrak Dread
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B04	9049 Lost City	DL07	9136	Dragons of Light
B05	9078 Horror on the Hill	DL08	9141	Dragons of War
B06	9086 Veiled Society	DL09	9137	Dragons of Deceit
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B10	9149 Night's Dark Terror	DL14	9180	Dragons of Triumph
B11	9260 King's Festival	DL15	9231	Mists of Krynn
B12	9261 Queen's Harvest	DL16	9237	World of Krynn
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BH2	7702 Lost Conquistador Mine	DLA2	9285	Dragon Knight
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BH4	7704 Burned Bush Wells	DLC1	9291	DRAGONLANCE® Classics Volume One
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CA2	9170 Swords of Deceit	DLS3	9327	Oak Lords
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CB2	9124 CONAN® Against Darkness	DMGR1	2112	Campaign Source Book & Catacomb Guide
CGR1	2130 Complete Spacefarer's Handbook	DMGR2	2114	Castle Guide

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DMGR4	2128	Monster Mythology	GB2	7902	Murder in Harmony
DQ1	9221	Shattered Statue	GB3	7903	Death on the Docks
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FR06	9235	Dreams of the Red Wizards	HHQ2	9359	Wizard's Challenge
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FR12	9324	Horde Campaign	HWA2	9310	Nightrage
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FR15	9373	Gold and Glory	HWR1	9332	Sons of Azca
FRA1	9281	Storm Riders	HWR2	9339	Kingdom of Nithia
FRA2	9290	Black Courser	HWR3	9384	Milenian Empire
FRA3	9304	Blood Charge	I01	9046	Dwellers of the Forbidden City
FRC1	9238	Ruins of Adventure	I02	9055	Tomb of the Lizard King
FRC2	9239	Curse of the Azure Bonds	I03	9052	Pharaoh
FRE1	9247	Shadowdale	I04	9053	Oasis of the White Palm
FRE2	9248	Tantras	I05	9054	Lost Tomb of Martek
FRE3	9249	Waterdeep	I06	9075	Ravenloft
FROA1	9307	Ninja Wars	I07	9152	Baltron's Beacon
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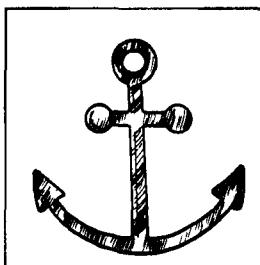
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SFKH3	7810	Face of the Enemy	WGR3	9386	Rary the Traitor
SFKH4	7812	War Machine	WGS1	9317	Five Shall Be One
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SJA4	9325	Under the Dark Fist	X03	9056	Curse of Xanathon
SJQ1	9347	Heart of the Enemy	X04	9068	Master of the Desert Nomads
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TSAC3	7626	Covert Operations Source Book	XXVCS4	3578	Phases of the Moon
TSAC4	7629	F.R.E.E. Lancers			

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Abacus				Amulet			
<p>This is a wooden frame, about eight by ten inches across, in which several heavy wires are tightly strung parallel to one another. On each wire are ten wooden balls. The balls on the wires can be manipulated to perform simple mathematical operations such as addition, subtraction, multiplication, and division. Complex equations are not possible.</p>				<p>Amulets are magical devices that are commonly worn about the neck, suspended by a chain. The type of chain that comes with a magical amulet generally increases the item's aesthetic value. Amulets can be pinned to a shirt, cloak, or head band, but not boots, hats, or gloves. Only one amulet can be attached to an article of clothing, and only one amulet can be dangled from the neck.</p>			
Abacus, Calculation	1,200	12,000	DRAG073-39	Amulet, Abyss	2,000	6,000	DUNG013-17
Accelerator				Amulet,			
<p>An accelerator is a fantastic weapon built exclusively by the spacefaring Arcane. The device consists of a beam with a cup at one end and a swivel that allows the operator to rotate the beam. Objects placed into the cup are magically accelerated to incredible speeds and flung out into space in whatever direction the beam is pointing.</p>				Advanced Arachnid Control	2,000	8,000	1072-75
Accelerator	2,000	8,000	1072-75	Amulet, Amiability	—	3,500	POLY043-23
Acorn				Amulet, Beast, Ivory	—	5,000	1053-057
<p>This device looks like a large lead-coated vessel or vase shaped roughly like an acorn. Two golden, raised bands encircle it from top to bottom. Where these meet at the top there usually is a circular seal stamped into the metal. Acorns are used primarily to entrap evil or vile creatures or minions of great strength. The seal cannot be broken from the inside.</p>				Amulet, Beast, Silver	1,000	5,000	1053-057
Acorn, Wo Mai	Relic	30,000	1055-CARD	Amulet, Cairn Hills	2,000	18,000	2023-076
Aid, Barber				Amulet, Cartographer	3,000	21,000	M2-31
<p>Barber aids are used to assist dwarven barbers in hair and beard care, personal grooming, and dentistry. This invention resembles a barber's chair with adjustable arm and head rests. It has 10 mechanical arms mounted with tools; a comb and brush set, a set of cutting shears, a drill, a tooth puller, a pair of head grips, a pair of hand grips, two mechanical hands, and two sets of nail clippers, one for the hands, and one for the feet.</p>				Amulet, Charm Immunity	3,000	15,000	PC2-39
Aid, Barber's	1,200	12,000	AC11-006	Amulet, Charm Resistance +3	1,500	8,000	new item
				Amulet, Charm Resistance +4	2,000	10,000	PC2-39
				Amulet, Charming	2,500	12,500	POLY050-17
				Amulet, Cheetah, of the	1,000	4,000	DUNG015-63
				Amulet, Communication	1,000	5,000	1032-095
				Amulet, Control, Caterpillar	50	250	DRAG030-36
				Amulet, Dramatic Death,			
				Blunt Weapon	300	1,500	PHBR2-105
				Amulet, Dramatic Death, Cold	300	1,500	PHBR2-105
				Amulet, Dramatic Death,			
				Edged Weapon			PHBR2-105
				Amulet, Dramatic Death,			
				Lightning/Electrical	300	1,500	PHBR2-105
				Amulet, Dramatic Death,			
				Magical Fire	300	1,500	PHBR2-105
				Amulet, Dramatic Death,			
				Petrification	300	1,500	PHBR2-105
				Amulet, Efreeti	9,000	45,000	I4-32
				Amulet, Emotions	1,000	5,000	AC08-007
				Amulet, Extension	1,200	15,000	2121-132
				Amulet, Far Reaching	1,000	5,000	2121-132
				Amulet, Furyondy	1,400	7,000	2023-076
				Amulet, Greenstone	5,000	30,000	FR04-41
				Amulet, Hardwater	300	1,500	DLR1-81
				Amulet, Health	2,000	10,000	1032-095
				Amulet, Health, Cursed	—	1,000	1032-095
				Amulet, Hero, of the	1,500	7,500	POLYINT-27
				Amulet, Hunting	600	3,000	1032-095
				Amulet, Inescapable Location	—	1,000	2100-159
				Amulet, Land, of the	1,500	7,500	LC4-37
				Amulet, Leadership	5,000	25,000	2121-132
				Amulet, Life, Draskilion's	5,000	50,000	DUNG028-23
				Amulet, Magic Resistance 05%	5,000	17,000	2121-132
				Amulet, Magic Resistance 10%	5,000	20,000	2121-132
				Amulet, Magic Resistance 15%	5,000	23,000	2121-132
				Amulet, Magic Resistance 20%	5,000	26,000	2121-132
				Amulet, Magic Resistance 25%	5,000	29,000	2121-132
				Amulet, Magic Resistance 30%	5,000	32,000	2121-132
				Amulet, Metaspell Influence	3,000	15,000	2121-133
				Amulet, Orcish, Ability Check +1	1,000	5,000	GAZ10-08
				Amulet, Orcish, Armor Class +1	1,000	5,000	GAZ10-08

Name	EP	Cost	Book/Page
Amulet, Orcish, Combat +1	1,000	5,000	GAZ10-08
Amulet, Orcish, Damage +1	1,000	5,000	GAZ10-08
Amulet, Orcish, Saves +1	1,000	5,000	GAZ10-08
Amulet, Parasites	600	6,000	DRAG073-38
Amulet, Perpetual Youth	2,000	20,000	2121-133
Amulet, Planes, of the	6,000	30,000	2100-159
Amulet, Power	12,000	60,000	DRAG005-28
Amulet, Proof against Detection & Location	4,000	15,000	2100-159
Amulet, Protection +1	2,000	10,000	<i>new item</i>
Amulet, Protection +2	3,000	15,000	<i>new item</i>
Amulet, Protection +3	4,000	20,000	<i>new item</i>
Amulet, Protection +4	5,000	25,000	<i>new item</i>
Amulet, Protection +5	6,000	30,000	<i>new item</i>
Amulet, Protection, Alignment Change	3,000	30,000	FR10-83
Amulet, Protection, Crystal Ball and ESP	4,000	15,000	AC04-007
Amulet, Protection, Good	600	3,000	DUNG011-34
Amulet, Protection, Life	5,000	20,000	2100-159
Amulet, Protection, Sharks	600	3,000	DLR1-82
Amulet, Protection, Sleep	500	4,000	DRAG091-57
Amulet, Psionic Reflection	2,500	15,000	DRAG099-50
Amulet, Shield	750	7,500	POLY067-10
Amulet, Sleeplessness	—	1,000	DRAG091-57
Amulet, Spinecastle	900	4,500	2023-076
Amulet, Thet of Ptah	1,600	8,000	2006-03
Amulet, Timekeeping	100	500	AC04-007
Amulet, Undead, 4th Level	800	4,000	<i>new item</i>
Amulet, Undead, 5th Level	1,000	5,000	2100-159
Amulet, Undead, 6th Level	1,200	6,000	2100-159
Amulet, Undead, 7th Level	1,400	7,000	2100-159
Amulet, Undead, 8th Level	1,600	8,000	2100-159
Amulet, Undead, 9th Level	1,800	9,000	2100-159
Amulet, Undersea Friendship	800	4,000	LC3-09

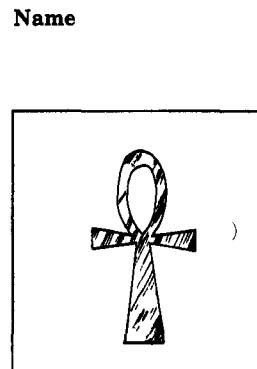
Anchor



An anchor holds a vehicle in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper crosspiece (the stock), and two curved lower arms (the crown) having widened ends (the flukes). It is attached to chain or rope (the cable), which is tightly secured or bolted to the ship. The depth of the water may be determined, if desired, by marks on the chain or rope once the anchor rests on the bottom. Most ordinary anchors are made of iron, though other materials,

usually metal, may be used. A magical *anchor* may be of any size or material, but is always shaped like a ship's anchor.

Anchor, Aerial	3,000	22,500	AC04-008
Anchor, Fishing	—	5,000	AC04-008
Anchor, Man	3,000	22,500	AC04-008
Anchor, Seafaring	2,000	15,000	AC04-008
Anchor, Staying, Cursed	—	2,000	1072-76
Anchor, Staying, Greater	500	5,000	1072-76
Anchor, Staying, Lesser	300	3,000	1072-76
Anchor, Weight	—	8,000	AC04-008



Ankh, Life	Relic	75,000	FR10-86
Ankh, Nithian, Ixion	200	2,000	HWR2-d34
Ankh, Nithian, Kagyar	300	3,000	HWR2-d34
Ankh, Nithian, Pflarr	250	2,500	HWR2-d34
Ankh, Nithian, Rathanos	200	2,000	HWR2-d34
Ankh, Nithian, Valerias	200	2,000	HWR2-d34
Ankh, Power	12,000	60,000	2108-090
Ankh, Protection +1	2,000	10,000	<i>new item</i>
Ankh, Protection +2	3,000	15,000	<i>new item</i>
Ankh, Protection +3	4,000	20,000	<i>new item</i>
Ankh, Protection +4	5,000	25,000	<i>new item</i>
Ankh, Truth	12,000	60,000	2013-050

Ankh

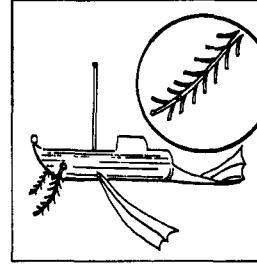
Ankhs are tau crosses with a loop at the top. They are generally used as a symbol of enduring life, the continuation, and creation of life. Originally an Egyptian (or other desert culture) symbol, ankhs have found popularity among the northern cultures. Often, the tau can be found without the rounded or looped top, but these are crosses or cruciforms.



Anklet, Growth	—	1,200	AC04-009
Anklet, Hobbling	600	6,000	AC04-009
Anklet, Levitation	2,500	17,000	AC04-009
Anklet, Protection +1	1,000	10,000	<i>new item</i>
Anklet, Protection +2	2,000	20,000	<i>new item</i>
Anklet, Protection +3	3,000	30,000	<i>new item</i>
Anklet, Protection +4	4,000	40,000	<i>new item</i>
Anklet, Protection +5	5,000	50,000	<i>new item</i>
Anklet, Sinking	—	600	AC04-009
Anklet, Walking	1,200	6,000	AC04-009

Anklet

A strip of leather or metal with a clasp on each end, this piece of jewelry is usually ornate and adorned with gems. In use, it is fastened around the ankle. It cannot function if it is fastened to any other part of the body and cannot be used by legless creatures. *Anklets* may be found singly or in pairs, but a pair found together need not match.

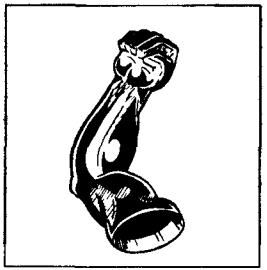
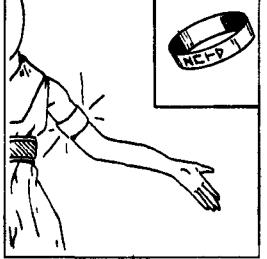
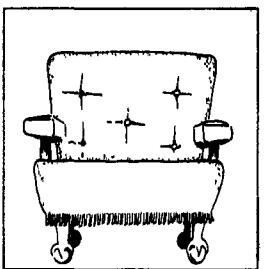


Antennae, Triangulation

Relic	55,000	SJR2-70
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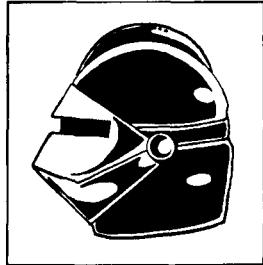
Antennae

Antennae are items that look like the feelers of insects such as ants, crickets, or beetles. An antenna is usually enchanted to become a feeler for the user, allowing the wearer to see into regions or into varieties of light that cannot be perceived through the use of normal senses. Antennae also can be attached to a spelljammer to allow the helmsman to use them.

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page				
Anvil											
<p>An anvil is a heavy iron block, that has a flat top and a round, horn-shaped end. Blacksmiths heat metals until they soften, and use the anvil's surface to hammer the metal into the desired shape. Magical anvils, however, can be of any size, shape or weight, and they are commonly used to perform functions other than those performed by their nonmagical counterparts.</p>											
Anvil, Dwarves, High	5,000	50,000	DRAG058-27	An Apron, Comfort	600	3,000	POLY057-12				
Anvil, Lortmil Mountains	3,000	30,000	2023-077	An Apron, Cooking +1	100	500	new item				
Anvil, Sympathetic Heat	6,000	30,000	DRAG073-37	An Apron, Cooking +2	200	1,000	new item				
Apparatus											
<p>Apparatus is a fancy term for a magical invention. Often, the apparatus is used to perform one, often intricate, operation (such as transferring the life essence of one creature to another, or a vessel that has a multitude of functions to enhance user comfort). An apparatus is not always powerful enough to be considered a relic or artifact.</p>											
Apparatus, Kwalish	8,000	35,000	2100-159	Magical arms are prosthetics that are placed in an empty socket, such as an elbow or a shoulder joint. The arm, once in place, grafts to the user, becoming an easily manipulated appendage.							
Apparatus, Spikey Owns	7,000	32,000	DRAG028-31	Prosthetics are often permanently attached until a <i>dispel magic</i> is cast upon the item, but some can be removed by simply speaking a command word.							
Apparatus, The	Relic	70,000	I10-46	Arm							
Apple											
<p>Magical apples can be used to cure magical diseases (such as the mummy's rotting touch) nonmagical diseases, effects that lower ability scores, rage, or energy drains. In Scandinavian legend, Bragi, a son of Odin, was the first recipient of magical apples in recorded history.</p>											
Apple, Bragi	500	2,500	1021dm-63	Magical arms are prosthetics that are placed in an empty socket, such as an elbow or a shoulder joint. The arm, once in place, grafts to the user, becoming an easily manipulated appendage.							
Apple, Cure Disease	100	500	new item	Prosthetics are often permanently attached until a <i>dispel magic</i> is cast upon the item, but some can be removed by simply speaking a command word.							
Apple, Cure Light Wounds	100	500	new item	Armband							
Apron											
<p>Aprons are used for a multitude of purposes. Mostly, aprons protect users from the effects of heat, relieve fatigue, grant cooking proficiencies, or promote cleanliness. Aprons usually are manufactured with a long tie rope that must be securely knotted behind the user's back before the apron will function.</p>											
Apron, Comfort	600	3,000	POLY057-12	Armbands function in nearly the same way as anklets, but are sturdier. In use, an armband fastens about the upper arm; it will not function if fastened to any other part of the body and cannot be used by armless creatures, though it can be used on a tentacle.							
Apron, Cooking +1	100	500	new item	Armband, Death	—	1,200	AC04-009				
Apron, Cooking +2	200	1,000	new item	Armband, Healing	1,500	9,000	AC04-009				
Apron, Heat Immunity	600	3,000	new item	Armband, Music	700	7,000	AC04-009				
Apron, Protection +1	1,000	10,000	new item	Armband, Protection +1	2,000	10,000	new item				
Apron, Protection +2	2,000	20,000	new item	Armband, Salutation	—	1,500	AC04-009				
Apron, Protection +3	3,000	30,000	new item	Armband, Snake-Changi	250	2,500	POLY017-07				
Apron, Protection +4	4,000	40,000	new item	Armband, Strength	750	8,000	AC04-009				
Apron, Protection +5	5,000	50,000	new item	Armband, Variable Strength	—	750	AC04-010				
Apron, Rejuvenation	200	1,000	new item	Armchair							
Arm											
											
Arm, Silver of Ergoth	1,000	5,000	2021-096	Armband							
											
Armband, Death	—	1,200	AC04-009	Armband, Death	—	1,200	AC04-009				
Armband, Healing	1,500	9,000	AC04-009	Armband, Healing	1,500	9,000	AC04-009				
Armband, Music	700	7,000	AC04-009	Armband, Music	700	7,000	AC04-009				
Armband, Protection +1	2,000	10,000	new item	Armband, Protection +1	2,000	10,000	new item				
Armband, Salutation	—	1,500	AC04-009	Armband, Salutation	—	1,500	AC04-009				
Armband, Snake-Changi	250	2,500	POLY017-07	Armband, Snake-Changi	250	2,500	POLY017-07				
Armband, Strength	750	8,000	AC04-009	Armband, Strength	750	8,000	AC04-009				
Armband, Variable Strength	—	750	AC04-010	Armband, Variable Strength	—	750	AC04-010				
Armchair											
											
Armchair, Entrapment	—	1,000	new item	Armchair, Entrapment	—	1,000	new item				
Armchair, Helplessness	—	750	AC04-010	Armchair, Helplessness	—	750	AC04-010				

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Armchair, Relaxing	4,500	25,000	AC04-010	Armor, Chain, Drow +3	3,000	20,000	DMGR3 32
Armchair, Retrieval	2,500	30,000	AC04-010	Armor, Chain, Drow +4	5,000	30,000	DMGR3-32
Armchair, Seeing	2,000	10,000	AC04-010	Armor, Chain, Drow +5	5,000	30,000	DMGR3 32
Armchair, Travel	2,500	30,000	AC04-010	Armor, Chain, Elfin +1	1,200	7,500	2017-088
Armchair, Ugliness	—	3,500	AC04-010	Armor, Chain, Elfin +2	2,000	12,500	2017-088
				Armor, Chain, Elfin +3	3,000	20,000	2017-088
				Armor, Chain, Elfin +4	5,000	30,000	2017-088
				Armor, Chain, Elfin +5	7,500	50,000	2017-088

Armet



Armet, Wayland

This is a tight-fitting helmet with bevor (chin piece) and a movable visor. In the clan lands, armets are crafted only by the clan's master armorer, and are worn only by clan leaders and those under special favor. Armets often are indiscernible from helmets of fine quality, except for the mark of the master armorers who crafted them.

Relic 80,000 1021dm-56

Armor



In this section, you will find information on some very special kinds of armor. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system. For each +1 of armor, regardless of the type of armor, the wearer's armor class moves downwards (toward AC 2 to 1 to 0, -1, -2, and so on). Sixty-five percent of all armor (except elfin chain mail) is man-sized, 20% is elf-sized, 10% is dwarf-sized, and 5% gnome or halfling-sized.

Armor, Absorption	5,000	25,000	1013-55	Armor, Full +5	16,000	160,000	2017-088
Armor, Acidic Secretion	—	2,000	DRAG099-52	Armor, Full, Keolish, of the +1	1,500	7,500	2023-087
Armor, Anything	4,500	45,000	2017-104	Armor, Gaseous Form	3,000	15,000	1013-55
Armor, Arcane AC 3	3,000	20,000	SJR1-76	Armor, Haste	2,000	10,000	1013-55
Armor, Banded +1	700	4,000	2017-088	Armor, Healing +1	5,000	40,000	2018-131
Armor, Banded +2	1,500	8,500	2017-088	Armor, Healing +2	10,000	80,000	<i>new item</i>
Armor, Banded +3	2,250	14,500	2017-088	Armor, Invisibility	1,500	7,500	1013-55
Armor, Banded +4	3,000	19,000	2017-088	Armor, Ironman	2,000	20,000	DUNG022-42
Armor, Banded +5	3,800	25,000	2017-088	Armor, Laerla's Storm +2	1,800	13,500	FR04-31
Armor, Blackflame	36,000	200,000	GAZ08-19	Armor, Leather +1	300	2,000	2011-124
Armor, Blending	500	4,000	2100-182	Armor, Leather +2	1,000	7,500	2017-088
Armor, Bronze +1	700	4,000	2017-088	Armor, Leather +3	1,750	12,500	2017-088
Armor, Bronze +2	1,500	8,500	2017-088	Armor, Leather +4	3,000	15,000	2017-088
Armor, Bronze +3	2,250	14,500	2017-088	Armor, Leather +5	5,000	17,500	2017-088
Armor, Bronze +4	3,000	19,000	2017-088	Armor, Leather, Studded +1	400	2,500	2011-124
Armor, Bronze +5	3,800	25,000	2017-088	Armor, Leather, Studded +2	1,250	6,500	2017-088
Armor, Buoyancy	1,200	6,000	LC4-36	Armor, Leather, Studded +3	3,000	8,500	2017-088
Armor, Chain +1	600	3,500	2011-124	Armor, Leather, Studded +4	5,000	10,500	2017-088
Armor, Chain +2	1,200	7,500	2011-124	Armor, Leather, Studded +5	7,000	12,500	2017-088
Armor, Chain +3	2,000	12,500	2011-124	Armor, Missile Attraction -1	—	1,500	2018-131
Armor, Chain +4	4,000	30,000	2017-088	Armor, Missile Attraction -2	—	3,000	2018-131
Armor, Chain +5	—	6,000	45,000	Armor, Missile Attraction -3	—	4,500	2018-131
Armor, Chain, Blue of Crystalmist Mountains +3	3,000	17,500	2023-086	Armor, Missile Attraction -4	—	6,000	2018-131
Armor, Chain, Drow +1	1,200	7,500	DMGR3 32	Armor, Padded +1	600	3,000	<i>new item</i>
Armor, Chain, Drow +2	2,000	12,500	DMGR3-32	Armor, Padded +2	1,200	6,000	<i>new item</i>
				Armor, Padded +3	1,800	9,000	<i>new item</i>

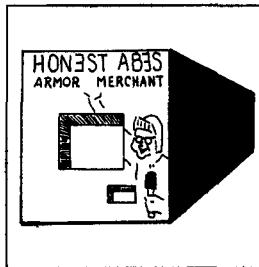
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Armor, Padded +4	2,100	12,000		new item			
Armor, Padded +5	2,400	15,000		new item			
Armor, Plate +1	800	5,000	2011-124				
Armor, Plate +2	1,750	10,500	2011-124				
Armor, Plate +3	2,750	15,500	2011-124				
Armor, Plate +4	3,500	20,500	2011-124				
Armor, Plate +5	4,500	27,500	2011-124				
Armor, Possession	1,000	5,000	2018-131				
Armor, Presence	1,000	5,000	2018-131				
Armor, Quality	1,500	6,000	2018-131				
Armor, Rage	—	1,500	2100-182				
Armor, Rainbow +3	2,000	12,500	POLY043-21				
Armor, Reflection	1,000	5,000	1013-56				
Armor, Remove Curse	1,000	7,500	1013-56				
Armor, Ring +1	400	2,500	2011-124				
Armor, Ring +2	1,250	6,000	2017-088				
Armor, Ring +3	2,500	13,000	2017-088				
Armor, Ring +4	5,000	18,000	2017-088				
Armor, Ring +5	7,500	25,000	2017-088				
Armor, Scale +1	500	3,000	2011-124				
Armor, Scale +2	1,100	6,750	2011-124				
Armor, Scale +3	2,500	12,500	2017-088				
Armor, Scale +4	5,000	15,500	2017-088				
Armor, Scale +5	7,500	17,500	2017-088				
Armor, Scale, Horus +	3,500	25,000	FR10-85				
Armor, Scale, White, Griff Mountains +3	2,250	13,500	2023-087				
Armor, Shiva's +4	Relic	P	2006-08				
Armor, Solamnus	2,000	10,000	2021-093				
Armor, Splint +1	700	4,000	2011-124				
Armor, Splint +2	1,500	8,500	2011-124				
Armor, Splint +3	2,250	14,500	2011-124				
Armor, Splint +4	3,000	19,000	2011-124				
Armor, Splint +5	5,000	25,000	2011-124				
Armor, Storm, Laeral's	350	5,000	DRAG039-42				
Armor, Swimming	700	3,500	DRAG179-68				
Armor, Transparent, AC -2	3,000	30,000	<i>new item</i>				
Armor, Transparent, AC -1	2,500	25,000	<i>new item</i>				
Armor, Transparent, AC 0	2,000	20,000	<i>new item</i>				
Armor, Transparent, AC 1	1,600	16,000	<i>new item</i>				
Armor, Transparent, AC 2	1,300	13,000	<i>new item</i>				
Armor, Undead	1,500	15,000	POLY043-21				
Armor, Vulnerability -1	—	1,500	2018-131				
Armor, Vulnerability -2	—	3,000	2018-131				
Armor, Vulnerability -3	—	4,500	2018-131				

Armor Merchant

When metal is placed into an armor merchant, it pays a fair price as long as it is fed simple dross metal. It pays 1 gp for every 10 lbs. of metal. Anyone putting in useful items, or magical items, will be disappointed. The machine makes no distinction between gold and lead, silver and iron. All it knows is metal. It cannot detect magic; if a sword +5 is dumped in, only the value of the weight of the metal is redeemed.

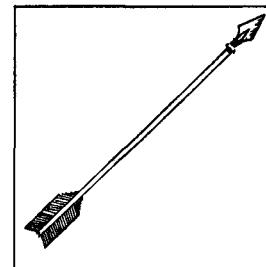
Armor Merchant, Honest Obie's
All-Night

5,000	15,000	AC11-051
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Arrow

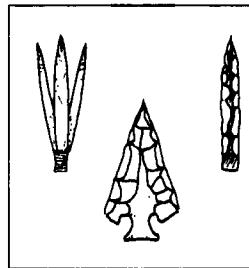
Arrows are straight, slender, pointed missiles. One end usually has a sharp point. Feathers at the other end of the shaft stabilize the arrow in flight. Arrows are useless unless fired from a bow; They cannot be thrown and are too long for a crossbow. When a magic arrow is used (whether it hits or misses), there is a 50% chance it will break or otherwise be rendered useless.



Arrow +1	20	120	1011-42
Arrow +2	50	300	DUNG017-20
Arrow +3	75	450	2011-125
Arrow +4	100	600	2011-125
Arrow +5	150	900	2011-125
Arrow, Abaris	200	2,000	1021-063
Arrow, Acid +1	30	75	POLY047-27
Arrow, Acid +2	60	150	<i>new item</i>
Arrow, Acid +3	90	225	<i>new item</i>
Arrow, Acid +4	120	300	<i>new item</i>
Arrow, Acid +5	150	370	<i>new item</i>
Arrow, Aggravation +1	—	50	<i>new item</i>
Arrow, Aggravation +2	—	100	DRAG135-20
Arrow, Aggravation +3	—	150	DRAG135-20
Arrow, Aggravation +4	—	200	DRAG135-20
Arrow, Aggravation +5	—	250	DRAG135-20
Arrow, Anti-magic +1	30	180	DRAG135-20
Arrow, Anti-magic +2	60	360	DRAG135-20
Arrow, Anti-magic +3	90	540	DRAG135-20
Arrow, Anti-magic +4	120	720	DRAG135-20
Arrow, Anti-magic +5	150	900	DRAG135-20
Arrow, Biting	100	500	1013-56
Arrow, Biting +1	100	500	<i>new item</i>
Arrow, Biting +2	200	1,000	<i>new item</i>
Arrow, Biting +3	300	1,500	<i>new item</i>
Arrow, Black of Iuz, +2	750	7,500	2023-088
Arrow, Blinding	20	120	DRAG135-20
Arrow, Blinking	200	600	1013-56
Arrow, Bow-Breaking	—	100	DRAG135-20
Arrow, Burning	100	600	DRAG135-20
Arrow, Charming	800	2,000	DRAG091-57
Arrow, Clairaudience	20	120	DRAG135-20
Arrow, Clairvoyance	20	120	DRAG135-21
Arrow, Climbing	300	500	1013-56
Arrow, Curing	200	400	1013-56
Arrow, Direction	2,500	17,500	2100-083
Arrow, Disarming	400	700	1013-56
Arrow, Disintegration +1	60	360	DRAG135-21
Arrow, DisPELLING	200	400	1013-56
Arrow, Distance +1	25	150	DRAG135-21
Arrow, Distance +2	50	300	DRAG135-21
Arrow, Distance +3	100	600	DRAG135-21
Arrow, Explosions	—	500	DRAG135-21
Arrow, Faerie Fire	20	120	DRAG135-21
Arrow, Fire	40	240	DRAG135-21
Arrow, Flaming +1	15	50	<i>new item</i>
Arrow, Flaming +2	20	60	POLY047-27
Arrow, Flaming +3	40	120	<i>new item</i>
Arrow, Flaming +4	60	300	<i>new item</i>
Arrow, Flaming +5	80	420	<i>new item</i>
Arrow, Flying	500	750	1013-56

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Arrow, Force -1	40	120	<i>new item</i>	Arrow, Seeking	100	500	1013-56
Arrow, Force -2	60	240	DRAG135-21	Arrow, Set +1	250	1,500	DRAG135-24
Arrow, Force -3	80	480	<i>new item</i>	Arrow, Signaling	20	120	DRAG135-24
Arrow, Harm, Aquatic Creature	80	480	DRAG135-21	Arrow, Silence	20	120	DRAG135-24
Arrow, Harm,				Arrow, Sinking	200	400	1013-56
Daemon/Demon/Devil	80	480	DRAG135-21	Arrow, Slaying, Arachnid +3	250	2,500	2100-083
Arrow, Harm, Demihuman	80	480	DRAG135-21	Arrow, Slaying, Avian +3	250	2,500	2100-083
Arrow, Harm, Dragon	80	480	DRAG135-21	Arrow, Slaying, Bard +3	250	2,500	2100-083
Arrow, Harm, Elemental	80	480	DRAG135-21	Arrow, Slaying, Cleric/Priest +3	250	2,500	2100-083
Arrow, Harm, Giant	80	480	DRAG135-21	Arrow, Slaying, Dragon +3	250	2,500	2100-083
Arrow, Harm, Lycanthrope	80	480	DRAG135-21	Arrow, Slaying, Druid +3	250	2,500	2100-083
Arrow, Harm, Undead	80	480	DRAG135-21	Arrow, Slaying, Elemental +3	250	2,500	2100-083
Arrow, Holding	50	300	DRAG135-21	Arrow, Slaying,			
Arrow, Ice	10	50	POLY047-26	Fighter/Warrior +3	250	2,500	2100-083
Arrow, Law	200	400	2006-59	Arrow, Slaying, Giant +3	250	2,500	2100-083
Arrow, Lighting	50	100	<i>new item</i>	Arrow, Slaying, Golem +3	250	2,500	2100-083
Arrow, Lightning +1	75	400	<i>new item</i>	Arrow, Slaying, Illusionist +3	250	2,500	2100-083
Arrow, Lightning +2	100	600	DRAG135-21	Arrow, Slaying, Lycanthrope +3	250	2,500	DRAG135-21
Arrow, Lightning +3	200	1,200	DRAG135-21	Arrow, Slaying, Mage +3	250	2,500	2100-083
Arrow, Misdirection	—	100	DRAG135-21	Arrow, Slaying, Mammal +3	250	2,500	2100-083
Arrow, Multiplicity	100	600	DRAG135-21	Arrow, Slaying, Paladin +3	250	2,500	2100-083
Arrow, Nilbog	100	150	POLY047-26	Arrow, Slaying, Ranger +3	250	2,500	2100-083
Arrow, Paralyzation +1	50	120	POLY047-27	Arrow, Slaying, Reptile +3	250	2,500	2100-083
Arrow, Paralyzation +2	100	240	<i>new item</i>	Arrow, Slaying, Sea Monster +3	250	2,500	2100-083
Arrow, Paralyzation +3	200	480	<i>new item</i>	Arrow, Slaying, Thief +3	250	2,500	2100-083
Arrow, Penetration	50	300	DRAG135-21	Arrow, Slaying, Titan +3	250	2,500	2100-083
Arrow, Perseverance	50	300	DRAG135-22	Arrow, Slaying, Troll +3	250	2,500	POLY035-10
Arrow, Piercing	50	300	DRAG135-22	Arrow, Slaying, Undead +3	250	2,500	2100-083
Arrow, Polymorphing,				Arrow, Snake +1	50	100	POLY047-27
Five-Headed Hydra +3	225	1,350	DRAG135-22	Arrow, Snake +2	100	200	<i>new item</i>
Arrow, Polymorphing, Glass +3	225	1,350	DRAG135-22	Arrow, Snake +3	150	300	<i>new item</i>
Arrow, Polymorphing, Ice +3	225	1,350	DRAG135-22	Arrow, Speaking	50	150	1013-56
Arrow, Polymorphing,				Arrow, Stirge's Bite +5	130	780	DRAG135-24
Medusa +3	225	1,350	DRAG135-22	Arrow, Stunning	250	750	1013-56
Arrow, Polymorphing, Ogre +3	225	1,350	DRAG135-22	Arrow, Teleporting	400	800	1013-57
Arrow, Polymorphing,				Arrow, Transporting	400	800	1013-57
Owlbear +3	225	1,350	DRAG135-22	Arrow, Wounding	500	2,500	DUNG033-51
Arrow, Polymorphing, Paper +3	225	1,350	DRAG135-22				
Arrow, Polymorphing,							
Small Animal +3	225	1,350	DRAG135-22				
Arrow, Polymorphing, Stone +3	225	1,350	DRAG135-22				
Arrow, Polymorphing, Troll +3	225	1,350	DRAG135-22				
Arrow, Polymorphing,							
Werewolf +3	225	1,350	DRAG135-22				
Arrow, Pursuit +1	40	300	DRAG135-22				
Arrow, Pursuit +2	60	400	DRAG135-22				
Arrow, Pursuit +3	85	500	DRAG135-22				
Arrow, Red +1	20	120	HWR2-d36				
Arrow, Red +2	50	300	HWR2-d36				
Arrow, Red +3	75	450	HWR2-d36				
Arrow, Red +4	100	600	HWR2-d36				
Arrow, Red +5	150	900	HWR2-d36				
Arrow, Red -1	—	50	HWR2-d36				
Arrow, Refilling	100	400	1013-56				
Arrow, Returning +1	20	120	<i>new item</i>				
Arrow, Returning +2	30	180	<i>new item</i>				
Arrow, Returning +3	40	240	<i>new item</i>				
Arrow, Returning +4	50	300	<i>new item</i>				
Arrow, Returning +5	60	360	DRAG135-24				
Arrow, Rock Piercing +2	35	175	<i>new item</i>				
Arrow, Rock Piercing +3	45	225	<i>new item</i>				
Arrow, Rock Piercing +4	55	275	<i>new item</i>				
Arrow, Rock Piercing +5	65	325	DRAG135-24				
Arrow, Roping	20	120	DRAG135-24				
Arrow, Scent Detection	20	120	DRAG135-24				
Arrow, Screaming	20	120	DRAG135-24				

Arrowhead



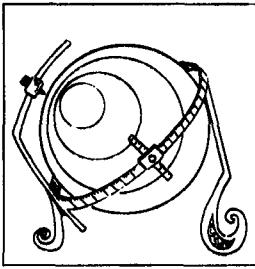
Arrowheads are the tips of arrows or crossbow bolts. Generally made from chipped pieces of rock, arrowheads can also be sculpted from smooth rock, hard wood, glass, or crystal. Magical arrowheads are generally good for one use. When used, an arrowhead keeps its enchantment and can be re-used only if it saves versus crushing blow.

Arrowhead, Accuracy +1	30	90	<i>new item</i>
Arrowhead, Accuracy +2	60	180	<i>new item</i>
Arrowhead, Accuracy +3	90	270	<i>new item</i>
Arrowhead, Accuracy +4	120	360	<i>new item</i>
Arrowhead, Accuracy +5	150	450	<i>new item</i>
Arrowhead, Blinding	200	800	GDQ1-124
Arrowhead, Blinding +1	300	1,000	GDQ1-124
Arrowhead, Flame Strike	400	2,000	<i>new item</i>
Arrowhead, Lightning	200	1,200	DRAG127-29
Arrowhead, Long Distance	50	150	<i>new item</i>
Arrowhead, Marking	25	50	1060-112
Arrowhead, Obsidian +1	20	120	1066a-58
Arrowhead, Obsidian +2	50	300	1066a-58

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Arrowhead, Obsidian +3	75	450	1066a-58	Axe -1	—	900	LNA3-18
Arrowhead, Obsidian +4	100	600	1066a-58	Axe +1	300	1,750	1011-42
Arrowhead, Obsidian +5	150	900	1066a-58	Axe +2	600	3,750	2011-125
Arrowhead, Seeking +1	50	250	<i>new item</i>	Axe +3	1,000	7,000	2011-125
Arrowhead, Seeking +2	100	500	<i>new item</i>	Axe +4	1,500	12,000	2011-125
Arrowhead, Seeking +3	200	1,000	<i>new item</i>	Axe +5	2,000	20,000	2011-125
Arrowhead, Seeking +4	300	1,500	<i>new item</i>	Axe, Battle +1	400	2,500	2011-125
Arrowhead, Seeking +5	500	2,500	<i>new item</i>	Axe, Battle +2	800	5,000	<i>new item</i>
Arrowhead, Stunning	200	800	GDQ1-124	Axe, Battle +3	1,600	10,000	<i>new item</i>
Arrowhead, Stunning +1	300	1,000	<i>new item</i>	Axe, Battle +4	3,200	20,000	<i>new item</i>
Arrowhead, Stunning +2	400	1,200	<i>new item</i>	Axe, Battle +5	6,400	40,000	<i>new item</i>
Arrowhead, Vapors	200	800	GDQ1-124	Axe, Breathing	600	3,000	1013-58

Astrolabe

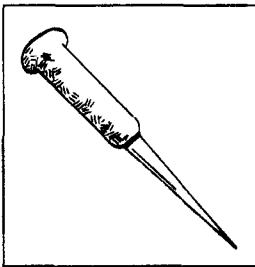
An astrolabe is an archaic device used to determine the placement of all astronomical bodies of Class A or larger. When used within a crystal sphere, the device creates a to-scale three-dimensional picture of the bodies it is aimed at. The astrolabe must be used in a dark room, or during night when no lights can disturb the picture.



Astrolabe	2,000	8,000	1072-76
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Awl

An awl is a common leatherworking tool. It is a metal spike three inches or more long with a wooden handle. The leatherworker uses the awl to bore holes into thick leather to create lacing holes to sew clothing, make boots, or construct armor. While normal awls are common and found in every city and town, magical awls are rare.



Awl, Above, of the	1,000	5,000	POLY023-22
Awl, Full	3,000	12,000	AC04-010
Awl, Hole-Punching	3,000	20,000	AC04-010
Awl, Inn	600	3,000	POLY023-22
Awl, Mess	250	1,000	AC04-010
Awl, Metal Piercing	3,000	20,000	<i>new item</i>
Awl, Protection versus Puncture Wounds			
Awl, Out	1,000	5,000	POLY023-22

Axe

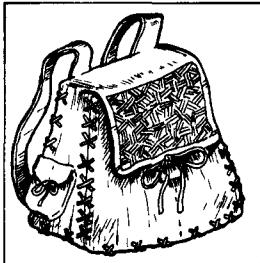
Axes are wood cutting instruments with sharpened metal or stone heads and wooden handles. Axes also commonly used as weapons of war. War axes come in all sizes, from small hand and throwing axes, to two-handed great axes; Many magically enchanted versions exist, particularly among dwarves.



Axe -1	—	900	LNA3-18
Axe +1	300	1,750	1011-42
Axe +2	600	3,750	2011-125
Axe +3	1,000	7,000	2011-125
Axe +4	1,500	12,000	2011-125
Axe +5	2,000	20,000	2011-125
Axe, Battle +1	400	2,500	2011-125
Axe, Battle +2	800	5,000	<i>new item</i>
Axe, Battle +3	1,600	10,000	<i>new item</i>
Axe, Battle +4	3,200	20,000	<i>new item</i>
Axe, Battle +5	6,400	40,000	<i>new item</i>
Axe, Breathing	600	3,000	1013-58
Axe, Brotherhood +1	1,000	4,000	<i>new item</i>
Axe, Brotherhood +2	1,200	5,000	2021-099
Axe, Brotherhood +3	1,400	6,000	2021-099
Axe, Brotherhood +4	1,600	7,000	2021-099
Axe, Brotherhood +5	1,800	8,000	2021-099
Axe, Charming	800	4,000	1013-58
Axe, Cutting +1	1,000	4,000	<i>new item</i>
Axe, Cutting +2	2,000	6,000	2006-37
Axe, Cutting +3	3,000	8,000	2006-37
Axe, Cutting +4	4,000	9,000	2006-37
Axe, Cutting +5	5,000	10,000	2006-37
Axe, Deceiving	200	1,000	1013-58
Axe, Defending	800	4,000	1013-58
Axe, Deflecting	800	4,000	1013-58
Axe, Draining	1,000	5,000	1013-58
Axe, Dwarven Lords	Relic	55,000	2011-156
Axe, Emperors	2,000	20,000	DLR2-55
Axe, Extinguishing	800	4,000	1013-58
Axe, Finding	2,000	10,000	1013-58
Axe, Flaming +1	1,200	6,000	1013-58
Axe, Flaming +2	2,400	12,000	1013-58
Axe, Flaming +3	3,600	18,000	1013-58
Axe, Flaming +4	4,800	24,000	1013-58
Axe, Flaming +5	6,000	30,000	1013-58
Axe, Flying	1,000	5,000	1013-58
Axe, Frostreaver +4	4,000	20,000	2021-094
Axe, Healing	3,000	15,000	1013-58
Axe, Hiding	1,200	6,000	1013-58
Axe, Holding	1,000	5,000	1013-58
Axe, Hurling +1	1,500	15,000	2017-105
Axe, Hurling +2	3,000	30,000	2017-105
Axe, Hurling +3	4,500	45,000	2100-083
Axe, Hurling +4	6,000	60,000	2100-083
Axe, Hurling +5	7,500	75,000	2100-083
Axe, Lighting	1,000	5,000	1013-58
Axe, Lightning	4,000	30,000	1013-58
Axe, Sharpness +1	7,000	35,000	<i>new item</i>
Axe, Silencing	800	3,800	1013-58
Axe, Slicing	900	4,500	1013-58
Axe, Slowing	800	4,000	1013-58
Axe, Speeding	750	3,500	1013-58
Axe, Speeding +1	1,000	5,000	1013-58
Axe, Speeding +2	1,500	6,500	<i>new item</i>
Axe, Speeding +3	2,000	8,000	<i>new item</i>
Axe, Speeding +4	2,500	12,500	<i>new item</i>
Axe, Speeding +5	3,000	15,000	<i>new item</i>
Axe, Sulward +2	400	2,250	2023-088
Axe, Throwing +1	600	3,500	<i>new item</i>
Axe, Throwing +2	750	4,500	2100-083
Axe, Throwing +3	1,000	5,000	<i>new item</i>
Axe, Throwing +4	2,000	10,000	<i>new item</i>
Axe, Throwing +5	3,000	12,000	<i>new item</i>
Axe, Thumb Height's Man	500	2,500	2006-39
Axe, Tbrshorak +2/+3	1,000	5,000	POLY043-21

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Axe, Translating	1,000	1,500	1013-58				
Axe, Vorpal +1	6,000	30,000	<i>new item</i>				
Axe, Vorpal +2	8,000	35,000	<i>new item</i>				
Axe, Watching	1,000	2,000	1013-58				
Axe, Wishing	1,200	12,000	1013-58				
Axe, Woodsman, of the	800	4,000	POLY057-12				

Backpack

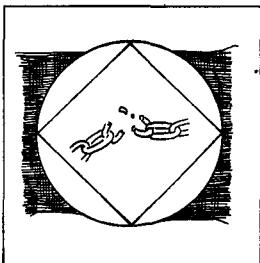


Backpack, Heward's
Handy Haversack
Backpack, Spacious

Backpacks are large sacks made of heavy cloth or leather. The sack has two wide straps attached to the front so it can be carried on the shoulders, leaving the hands free. Often, the sack has pockets on either side, and a large pocket on the back. A top flap with a tie can be secured to keep the pack's contents inside, and the weather's effects out.

3,000 30,000 2100-171
2,500 25,000 DRAG073-37

Badge



Badge, Control, Animal
Badge, Control, Arachnid
Badge, Control, Fish
Badge, Control, Human
Badge, Control, Marsupial
Badge, Control, Monster
Badge, Control, Plant
Badge, Control, Reptile
Badge, Freedom
Badge, protection +1
Badge, Protection +2
Badge, Protection +3
Badge, Protection +4
Badge, Protection +5

200 1,000 *new item*
300 1,500 *new item*
200 1,000 *new item*
300 3,000 *new item*
200 1,000 *new item*
— — DUNG011-34
200 1,000 *new item*
300 1,500 *new item*
1,000 5,000 1060-112
2,000 10,000 *new item*
2,500 12,500 *new item*
3,000 15,000 *new item*
3,500 17,500 *new item*
4,000 20,000 *new item*



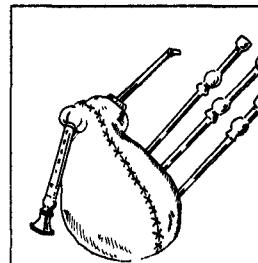
Bag, Aeolus
Bag, Beans
Bag, Beans
Bag, Bones
Bag, Demons, Pictish
Bag, Devouring
Bag, Holding, 50 lbs.
Bag, Holding, 100 lbs.
Bag, Holding, 150 lbs.
Bag, Holding, 200 lbs.
Bag, Holding, 250 lbs.
Bag, Holding, 500 lbs.
Bag, Holding, 1,000 lbs.
Bag, Holding, 1,500 lbs.
Bag, Holding, 2,000 lbs.
Bag, Infinite Wealth
Bag, Transmuting
Bag, Tricks
Bag, Useful Items
Bag, Vanishing
Bag, Weightlessness
Bag, Wind, Aeolus
Bag, Wind, Boreas
Bag, Wind, Euros
Bag, Wind, Notus
Bag, Wind, Zephyrus

Bag

Bags are cloth or animal skin sacks with drawstrings or clasps to close their mouths. Bags can be attached to belt loops, the belt itself, saddle horns, looped over the arm, etc. A bag always should be kept as dry as possible to discourage rotting. Once rotted to the point where a hole appears, a bag is useless. Likewise, a sword or dagger carelessly stored in a magical bag, can puncture the bag, releasing all its contents and rendering the bag nonmagical.

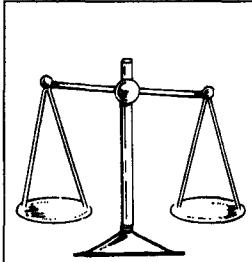
	P	1021-d63
1,000	5,000	2100-159
1,000	5,000	DRAG171-95
3,000	15,000	2121-133
4,000	40,000	2006-51
—	1,500	2100-159
1,000	5,000	<i>new item</i>
2,000	10,000	<i>new item</i>
3,000	15,000	<i>new item</i>
4,000	20,000	<i>new item</i>
5,000	25,000	2100-159
7,500	37,500	2100-159
10,000	50,000	2100-159
12,500	65,200	2100-159
15,000	70,000	<i>new item</i>
5,000	50,000	DRAG002-13
—	500	2100-160
2,500	15,000	2100-160
1,500	15,000	DRAG062-66
5,000	50,000	PHBR2-106
1,000	5,000	<i>new item</i>
4,000	20,000	DRAG027-46
1,400	7,000	DRAG027-46
1,600	8,000	DRAG027-46
1,300	6,500	DRAG027-46
1,200	6,000	DRAG02 7-46

Bagpipe



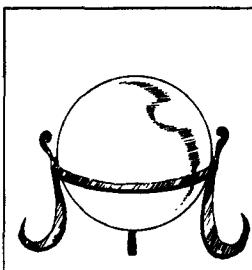
Bagpipe, Confusion
Bagpipe, Droning
Bagpipe, Fear
Bagpipe, Feline Attraction
Bagpipe, Rat Attraction
Bagpipe, Headache
Bagpipe, Shattering

4,000	20,000	AC04-011
4,500	22,500	AC04-011
5,000	25,000	AC04-011
4,750	23,250	AC04-011
4,000	20,000	<i>new item</i>
5,500	26,000	AC04-011
1,000	50,000	AC04-011

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Balance							
<p>A balance is an instrument used to determine weight. The non-magical version uses a beam and counterweights to determine the exact weight of goods. Magical versions, however, are often used to create a balance, to establish an impartial verdict, or to create an even trade of one sort or another.</p>							
Balance, Conversion	5,000	50,000	AC04-011				
Balance, Judgment	1,000	5,000	AC04-011				
Balance, Power	6,000	30,000	AC04-012				

Ball

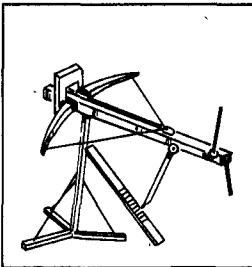
Balls are spherical (or at least roughly spherical) objects, constructed from a multitude of elements; from leather to rock, from sculpted wood to crystal. Balls are commonly used to divine answers beyond the user's usual senses; the well-known *crystal ball* is a an outstanding example of the power and usefulness of magical balls.



Ball, Base	1,800	15,000	AC04-012
Ball, Bowling	1,800	12,500	DRAG072-51
Ball, Bowling, Damos's	22,500	225,000	AC11-026
Ball, Ch'Thon's Astral	1,200	12,000	AC11-019
Ball, Cosmetics	1,000	5,000	DRAG073-36
Ball, Crystal	1,000	5,000	2100-164
Ball, Crystal, with Clairaudience	2,000	10,000	2100-164
Ball, Crystal, with ESP	2,000	10,000	2100-164
Ball, Crystal, Hypnosis	—	3,000	2100-165
Ball, Crystal, Normal	1,000	5,000	AC04-012
Ball, Crystal, Sending	2,000	10,000	AC04-012
Ball, Crystal, with Telepathy	2,000	10,000	2100-164
Ball, Cue	1,200	6,000	AC04-012
Ball, Elemental, Air	1,000	5,000	AC04-012
Ball, Elemental, Earth	1,000	5,000	AC04-012
Ball, Elemental, Fire	1,000	5,000	AC04-012
Ball, Elemental, Water	1,000	5,000	AC04-012
Ball, Endless String	1,200	6,000	DRAG062-67
Ball, Foot	800	4,000	POLY023-22
Ball, Onyx	1,000	5,000	DRAG120-18
Ball, Power	500	800	AC04-012

Ballista

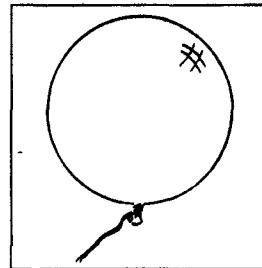
A ballista is a siege engine that resembles a large crossbow. Magical versions are rare. A ballista can be placed onto a turret to allow for complete 360° movement if desired, otherwise they are positioned and remain stationary unless the weapon's crew spends a complete round turning the weapon.



Ballista, Cursed Heavy -1	—	1,000	<i>new item</i>
Ballista, Cursed Light -1	—	1,000	<i>new item</i>
Ballista, Cursed Medium -1	—	1,000	<i>new item</i>
Ballista, Doubling, Heavy	2,000	10,000	<i>new item</i>
Ballista, Doubling, Light	3,000	15,000	<i>new item</i>
Ballista, Doubling, Medium	4,000	20,000	<i>new item</i>
Ballista, Flame Strike	5,000	50,000	<i>new item</i>
Ballista, Heavy +1	800	8,000	SJR2-72
Ballista, Heavy +2	1,600	16,000	SJR2-72
Ballista, Heavy +3	3,200	32,000	SJR2-72
Ballista, Hunting	40	400	AC11-090
Ballista, Light +1	400	4,000	SJR2-72
Ballista, Light +2	800	8,000	SJR2-72
Ballista, Light +3	1,600	16,000	SJR2-72
Ballista, Medium +1	600	6,000	SJR2-72
Ballista, Medium +2	1,200	12,000	SJR2-72
Ballista, Medium +3	2,400	24,000	SJR2-72
Ballista, Seeking +1	600	6,000	<i>new item</i>
Ballista, Seeking +2	1,200	12,000	<i>new item</i>
Ballista, Seeking +3	2,400	24,000	<i>new item</i>
Ballista, Waterline Seeking	1,000	5,000	<i>new item</i>

Balloon

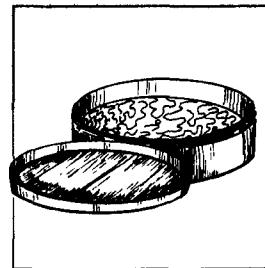
A magical balloon is a perfect sphere, usually transparent but sometimes tinted a single color. The sphere may be from two inches to 50 feet in diameter and is generally made entirely of magic rather than matter of any kind. It cannot be flattened, dented, distorted, or damaged by blunt weapons. If free-floating, a balloon is AC 7.



Balloon, Air	300	650	AC04-013
Balloon, Carnivorous	—	200	AC04-013
Balloon, Containment	200	400	AC04-013
Balloon, Hot Air	4,200	10,000	AC11-053
Balloon, Poison	200	400	AC04-013
Balloon, Rust	300	500	AC04-013
Balloon, Soap	100	200	AC04-013
Balloon, Traveling	400	600	AC04-013
Balloon, Word	400	600	AC04-013

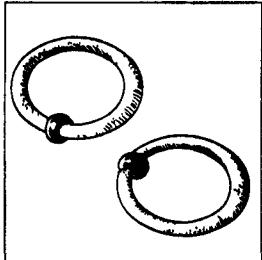
Balm

Balms are oily, resinous substances that are frequently used for medicinal purposes (and sometimes for less beneficent ends). Often oily and fragrant, the effects of balms come from either the balm's contact with the skin, or from the vapors rising from the substance. Magical balms generally have both a normal and a magical medicinal value.



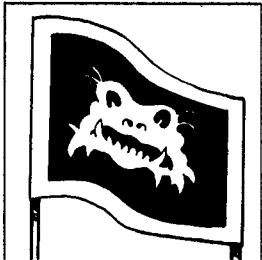
Balm, Burns	200	300	DRAG117-18
Balm, Fear Banisher	200	400	DRAG117-18
Balm, Healing	200	400	2100-143
Balm, Healing, Extra	400	800	DRAG130-40
Balm, Healing, Super	500	1,000	CM2-29
Balm, Poison & Venom	—	150	DRAG117-19
Balm, XYZ	300	500	DRAG163-22

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Band

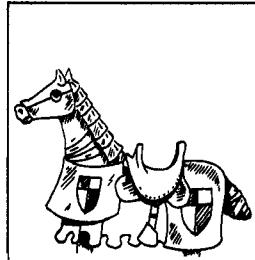
Bands are thin, flat strips of metal or leather used to confine or bind something. However, they also can be used as decorative accessories. Bands have also been used as a statement of rank, designating an individual as a slave or someone in the servitude of a powerful individual. The rich often decorate their bands with gems, feathers, etc.

Band, Bilarro's Iron	750	5,000	2100-173
Band, Bird Restraint	100	500	DRAG073-39
Band, Denial	4,000	20,000	1060-112
Band, Might, Str 18.00	2,000	20,000	1066-80
Band, Might, Str 19	2,500	25,000	1066-80
Band, Might, Str 20	3,000	30,000	1066-80
Band, Might, Str 21	3,500	35,000	1066-80
Band, Might, Str 22	4,000	40,000	1066-80
Band, Protection +1	2,000	10,000	<i>new item</i>
Band, Protection +2	2,500	12,500	<i>new item</i>
Band, Protection +3	3,000	15,000	<i>new item</i>
Band, Protection +4	3,500	17,500	<i>new item</i>
Band, Protection +5	4,000	20,000	<i>new item</i>

Banner

A magical banner appears much like a normal scarf or narrow blanket. No written words are visible upon it except to certain creatures, as given in its description. The words seen on a banner are always readable if the victim has greater than animal intelligence. Most magical banners must be displayed over or near an entrance of some type to have a magical effect, others must be carried in front of an armed party.

Banner, Attraction	1,000	4,000	AC04-014
Banner, Bravery	4,500	7,500	AC04-014
Banner, Cursed	—	1,200	AC04-014
Banner, Ferocity	4,000	20,000	DRAG178-17
Banner, Flying	1,000	5,000	AC04-014
Banner, Friendship	1,250	4,500	AC04-014
Banner, Holy	6,000	30,000	DRAG178-17
Banner, Insults	—	450	AC04-014
Banner, Law's	5,000	25,000	2121-139
Banner, Magic Shield	5,000	25,000	DRAG178-17
Banner, Privacy	1,500	5,000	AC04-014
Banner, Protection	7,500	30,000	2018-134
Banner, Protection +2	20,000	100,000	<i>new item</i>
Banner, Protection, Cold	3,000	15,000	DRAG178-17
Banner, Protection, Electricity	3,000	15,000	DRAG178-17
Banner, Protection, Fire	3,000	15,000	DRAG178-17
Banner, Protection, Gas	3,000	15,000	DRAG178-17
Banner, Protection, Petrification	3,000	15,000	DRAG178-17
Banner, Terror	4,000	20,000	DRAG178-17



Barding, Deceptive Travel, Basilisk

Barding, Deceptive Travel, Cave Bear

Barding, Deceptive Travel, Giant Scorpion

Barding, Deceptive Travel, Manticore

Barding, Deceptive Travel, Rust Monster

Barding, Deceptive Travel, Tuatara Lizard

Barding, Easy Travel

Barding, Magical, Banded +1

Barding, Magical, Banded +2

Barding, Magical, Banded +3

Barding, Magical, Banded +4

Barding, Magical, Banded +5

Barding, Magical, Chain +1

Barding, Magical, Chain +2

Barding, Magical, Chain +3

Barding, Magical, Chain +4

Barding, Magical, Chain +5

Barding, Magical, Field +1

Barding, Magical, Field +2

Barding, Magical, Field +3

Barding, Magical, Field +4

Barding, Magical, Field +5

Barding, Magical, Plate +1

Barding, Magical, Plate +2

Barding, Magical, Plate +3

Barding, Magical, Plate +4

Barding, Magical, Plate +5

Barding, Magical, Scale +1

Barding, Magical, Scale +2

Barding, Magical, Scale +3

Barding, Magical, Scale +4

Barding, Magical, Scale +5

600 6,000 AC04-014

600 6,000 AC04-014

500 5,000 AC04-014

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300 3,000 AC04-014

200 2,000 AC04-014

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4,000 40,000 PC2-39

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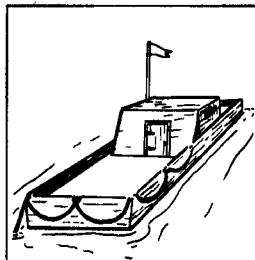
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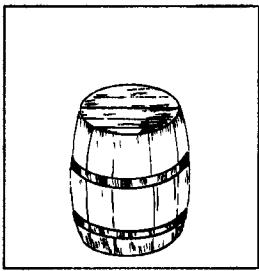
Barge**Barge**

A war horse or any animal trained for combat is a considerable investment for the average warrior. Therefore it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best protection is horse armor, or barding. Barding is simply some type of armor fitted to be worn by the mount.

Name	EP	Cost	Book/Page
Barge, Hasty, Nyr Dyv	2,500	30,000	2023-080

Barrel

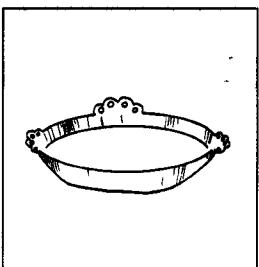
A barrel is a cylindrical container constructed of wooden slats (staves) held together by circular metal bands (hoops). It has flat, parallel ends; normally the base is mounted permanently and the top removable. Both the base and top can be permanent if one or more holes are cut into the barrel and sealed with plugs (bung). A standard barrel holds 32 gallons of liquid, or 200 pounds of solid material, and weighs 100 pounds when empty.



Barrel, Hiding	2,500	10,000	AC04-014
Barrel, Monkeys	—	500	AC04-014
Barrel, Neverending Grog	50	500	1072-77
Barrel, Neverending Salt Pork	100	1,000	1072-77
Barrel, Poverty	—	1,500	AC04-014
Barrel, Preservation	200	1,000	<i>new item</i>
Barrel, Rolling	500	1,500	AC04-016

Basin

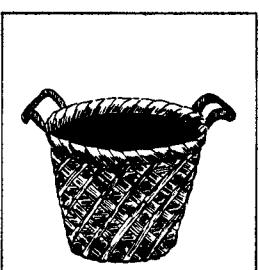
Basins are shallow, round containers crafted out of ceramics, pottery, or metal. Basins chiefly are used to hold water for bathing (washing hands, sponge bathing, oral hygiene, etc.). Enchanted basins generally have magical waters that perform a specific function.



Basin, Angel, of the	4,000	20,000	DRAG145-37
Basin, Hidden Daggers	—	1,200	DRAG145-39

Basket

Baskets are constructed from various materials including wood (oak or mahogany), metal (bronze or iron), or wicker (pliant twigs, usually willow). Baskets have as many purposes as they have appearances. They can serve as rubbish containers, flower holders, egg carriers, baby transporters, or grocery haulers. All magical baskets have enchantments that either enhance their carrying capacities, or effect the contents themselves.

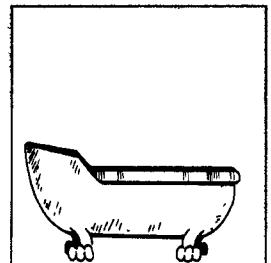


Basket, Devouring	—	1,500	1072-77
Basket, Holding, 100 lbs.	2,000	10,000	<i>new item</i>
Basket, Holding, 150 lbs.	3,000	15,000	<i>new item</i>
Basket, Holding, 200 lbs.	4,000	20,000	<i>new item</i>
Basket, Holding, 250 lbs.	5,000	25,000	<i>new item</i>
Basket, Holding, 500 lbs.	7,500	37,500	<i>new item</i>
Basket, Holding, 1,000 lbs.	10,000	50,000	<i>new item</i>

Name	EP	Cost	Book/Page
Bath			

Bath

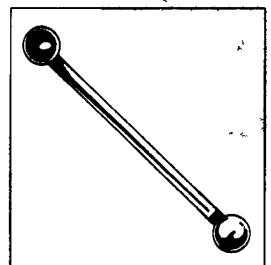
Baths come in two different forms. One kind of bath is a tub commonly used to bathe and cleanse the body; these are usually ceramic or wooden constructs that can hold water without leakage. A bath also can be a liquid preparation in which something is immersed or a watery liquid used to treat disease or injury.



Bath, Animate Zombie	800	3,200	DRAG076-17
Bath, Curing, Leprosy	200	1,000	<i>new item</i>
Bath, Curing, Mummy Rot	500	2,500	<i>new item</i>

Baton

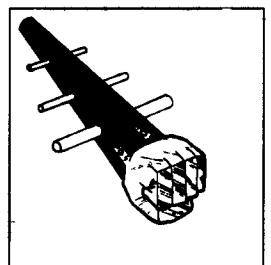
A baton is a club, staff, stave, or truncheon that often is used to denote an office of position of authority. They can be used as a weapons with the effectiveness of a staff. Magical batons usually are used by priest characters, as their magic often entails healing, curing, divining, and undead turning.



Baton, Diviner of Life	1,000	5,000	2021-091
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Battering Ram

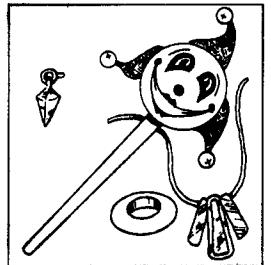
A battering ram is a long, heavy beam with a thick, sturdy head for smashing down walls and portals. A ram can be carried by a siege machine or by a group of six or more warriors. Simple battering rams often are constructed from nearby trees, but magical versions can be very ornate.



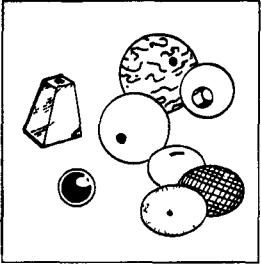
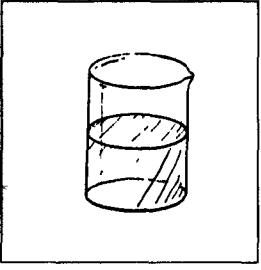
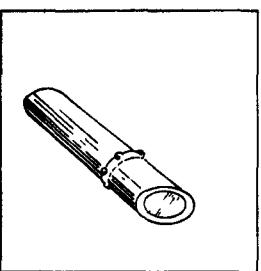
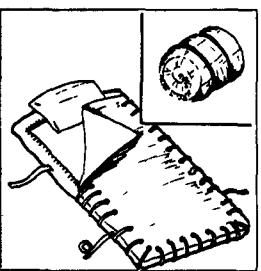
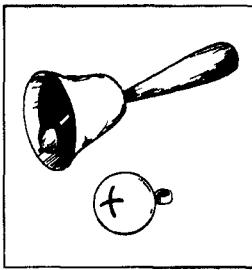
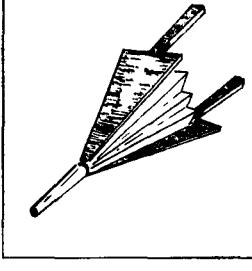
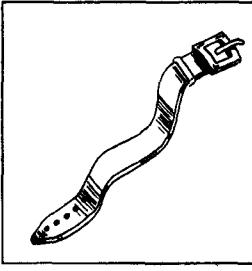
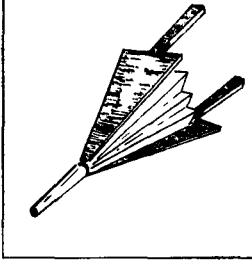
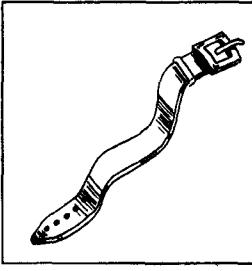
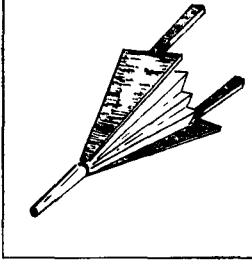
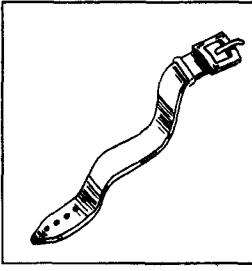
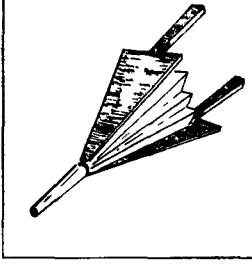
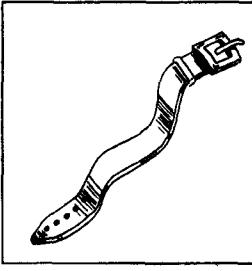
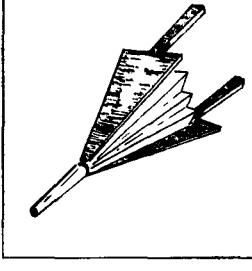
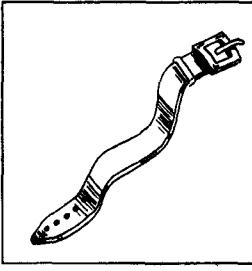
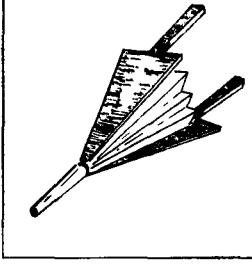
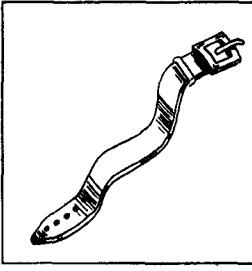
Battering Ram, Bigby's	2,500	25,000	DRAG178-17
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Bauble

Baubles are cheap pieces of ornamentation (costume jewelry, plaster adornments, trinkets, and gewgaws) that generally have little or no gold piece value. This type of jewelry is often worn by people in the middle to lower classes who cannot afford the higher priced stones. Another form of the bauble is the infamous and highly adorned jester's staff.



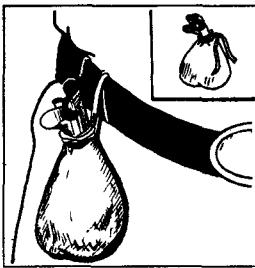
Bauble, Beauregard's Beautiful	600	3,000	POLY057-12
Bauble, Heart of Tammuz	Relic	125,000	7014-46

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page				
Bead											
											
Magical beads are normally $1/4$ to $1/2$ inch in diameter and made of any colored glass, ceramic, or other material. Beads are fragile and should not be thrown; almost any impact shatters the bead, destroying it and its magic. When found, $1d4 + 1$ beads are usually together, perhaps on a string, although they need not be all of the same type.				Bedroll, Dryness	500	1,500	DRAG073-37				
Bead, Accuracy	150	1,500	AC04-016								
Bead, Dew	200	300	AC04-016								
Bead, Eye	150	1,500	POLY023-12								
Bead, Force	200	1,000	2100-160								
Bead, Glass	250	400	AC04-016								
Bead, Pearl	—	5,000	AC04-016								
Bead, Prayer	200	300	AC04-016								
Beady Eye	2,000	6,000	AC04-016								
Beaker											
											
Beakers are glass, crystal, ceramic, or thinly-hammered metal flasks that are used to hold liquids and plasma-like fluids. Alchemists use them to heat liquids, combine solutions, and dissolve aqueous compounds. These concoctions can either have magical temperaments, or they can be natural, nonmagical blends.				Bell, Alarm	1,500	15,000	AC04-016				
Beaker, Plentiful Potions	1,500	12,500	2100-160	Bell, Ball, of a	400	1,200	AC04-017				
Beam											
											
The ever-glowing beam is a short metal tube containing a series of tiny mirrors and lenses. The light coming from a continual light spell contained within is multiplied and shoots forth from the opening at the front of the tube. Any violent shock, direct strike during combat, or fall greater than five feet breaks the lenses and mirrors inside.				Bell, Calling	650	6,500	AC04-017				
Beam, Teldon's Ever-Glowing	50	500	AC11-092	Bell, Choir	3,500	15,000	AC04-017				
Bedroll											
											
Bedrolls are an almost mandatory commodity for any adventurer. A bedroll helps keep its occupant dry, warm, and protected from common campsite nuisances like chipmunks, raccoons, and flying insects. Bedrolls commonly consist of a waterproofed sheet on the outside, and several wool or cotton blankets inside. Pillows and head supports can be included.				Bell, Church	4,000	50,000	AC04-017				
Bell											
											
A bell usually is a cup-shaped metal item that produces a musical sound when struck. Many bells have a piece of material (the clapper) hanging within the cup that strikes the interior to produce sound. Some bells have no clappers and can be rung only when struck with another object. Most bells have a small handle or loop at the apex.				Bell, Cow	3,000	9,000	AC04-017				
Bellows											
											
A bellows is made of wood, leather, and metal. Two rounded boards, each with a handle at one end and tapered to a blunt tip at the other end, are attached to the sides of a leather bag; a metal tube covers the tips and is connected to the bag. When the handles are pressed together, air is forced from the bag through the tip.				Bell, Diving, Postern	8,000	40,000	DUNG018-14				
Belt											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Freedom	4,000	25,000	AC04-017				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Lacedon Summoning	600	3,000	LC4-58				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Pavlov	1,000	3,500	DRAG045-22				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Protection +1	2,000	10,000	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Protection +2	2,500	12,500	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Protection +3	3,000	15,000	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Protection +4	3,500	17,500	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Protection +5	4,000	20,000	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Ringing	3,000	20,000	AC04-017				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Warning	3,500	17,500	2018-134				
Belts											
											
Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.				Bell, Warning, Spelljamming	90	900	1072-78				

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Belt, Arcane, of the	3,000	30,000	SJR1-77	Berry			
Belt, Ceremonial, Black	50	500	GAZ14-60	Berries are small fruits of flowering bushes, shrubs, and vines. Most varieties can be eaten without concern for harmful (or beneficial) side effects. Characters who consume magical berries with baneful effects can usually avoid harm by making a successful save vs. spells.			
Belt, Ceremonial, Blue	50	500	GAZ14-60				
Belt, Ceremonial, Golden	50	500	GAZ14-60				
Belt, Ceremonial, Green	50	500	GAZ14-60				
Belt, Ceremonial, Red	50	500	GAZ14-60				
Belt, Ceremonial, White	50	500	GAZ14-60				
Belt, Golden Serpent	1,800	18,000	2006-50				
Belt, Marcol	6,000	30,000	RS1-32				
Belt, Meginjarder	Relic	P	2006-23				
Belt, Protection +1	1,000	10,000	<i>new item</i>				
Belt, Protection +2	2,000	20,000	<i>new item</i>				
Belt, Protection +3	3,000	30,000	<i>new item</i>				
Belt, Protection +4	4,00	40,000	<i>new item</i>				
Belt, Protection +5	5,000	50,000	<i>new item</i>				
Belt, Protection, Goblinoid	2,000	20,000	POLY058-07				
Belt, Serpent	1,500	15,000	DRAG005-08				
Belt, Shadow	Relic	50,000	M4-39				
Belt, Snake	1,500	15,000	DRAG005-09				

Belt Bag

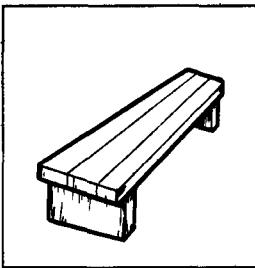
These leather or cloth bags have thick ties woven or sewn into their topmost hem. The ties close the bag to keep the contents secure from theft or accidental spillage. A belt bag also has one or two loops or hooks sewn onto the back so the bag can be hung from a belt. Having the belt bag so near the character's hands allows the character to carry items within easy reach.



Belt Bag, Beans	1,000	5,000	DRAG171-95
Belt Bag, Bones	3,000	15,000	2121-133
Belt Bag, Demons, Pictish	4,000	40,000	2006-51
Belt Bag, Devouring	—	1,500	2100-159
Belt Bag, Holding, 50 lbs.	1,000	5,000	2100-159
Belt Bag, Holding, 100 lbs.	2,000	10,000	8118-039
Belt Bag, Holding, 200 lbs.	4,000	20,000	8118-039
Belt Bag, Holding, 500 lbs.	7,500	37,500	8118-039
Belt Bag, Infinite Wealth	5,000	50,000	DRAG002-13
Belt Bag, Transmuting	—	500	2100-160
Belt Bag, Tricks	2,500	15,000	2100-160
Belt Bag, Useful Items	1,500	15,000	DRAG062-66
Belt Bag, Vanishing	5,000	50,000	PHBR2-106
Belt Bag, Weightlessness	1,000	5,000	<i>new item</i>

Bench

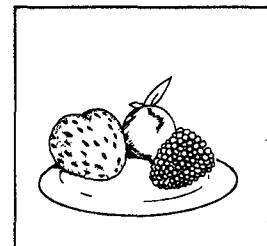
Benches are hand-crafted multi-seat chairs consisting of long, thick slats of wood nailed or bolted onto perpendicular "legs." The slats make up the seat and the back, while the perpendicular pieces keep the structure together. Finely crafted benches are called pews, but the latter are constructed from whole pieces of wood, shaped to conform to the occupant's shape.



Bench, Encumbrance	—	1,800	AC04-017
Bench, Levitation	1,200	6,000	AC04-017
Bench, Ramming	1,500	7,500	AC04-017

Berry

Berries are small fruits of flowering bushes, shrubs, and vines. Most varieties can be eaten without concern for harmful (or beneficial) side effects. Characters who consume magical berries with baneful effects can usually avoid harm by making a successful save vs. spells.

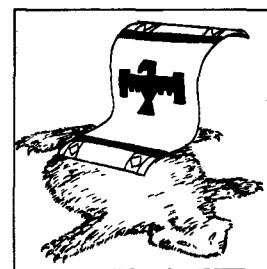


Berry, Fire

600 1,200 I13-91

Blanket

Blankets are extremely common items that can be found in almost any climate, even in the deep equatorial regions. They are used primarily for warmth, especially during sleep. However, they also are used for decoration, ritual, or just to carry things. Many northern cultures use many layers of blankets and hides as their only clothing.



Blanket, Comfort

800 1,600 DRAG073-38

Blanket, Devouring

— 1,200 AC04-018

Blanket, Protection +1

2,000 10,000 AC04-018

Blanket, Protection +2

2,500 12,500 AC04-018

Blanket, Protection +3

3,000 15,000 AC04-018

Blanket, Sleeping

900 1,800 AC04-018

Blouse

Blouses are long shirts or smocks that extend to the wearer's waist or hips. Hip-length blouses usually are gathered at the waist and secured with a chord or belt. Blouses usually have long sleeves and can be worn by men or women.



Blouse, Protection, Normal Missiles

2,000 20,000 POLY059-26

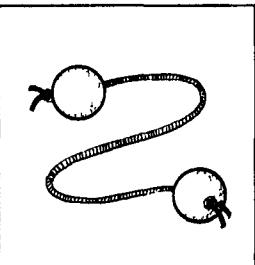
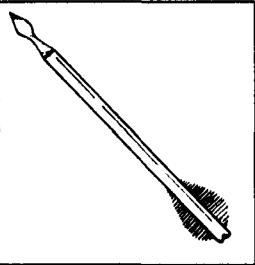
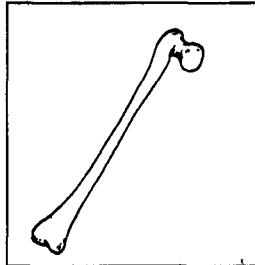
Blowgun

Blowguns are among the simplest of all missile weapons, thrown rocks are about the only simpler missile. A blowgun is a long hollow tube. The user inserts a projectile (usually a dart or stone) into the tube, puts it to his lips, points the far end at a target, and exhales. Magical blowguns impart an enchantment to their projectiles.



Blowgun, Wild Emotions

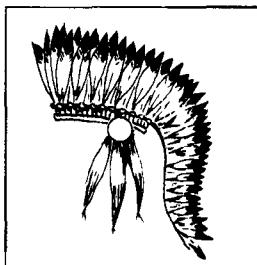
100 500 DRAG134-42

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page	
Boat								
 <p>Boats are wooden craft used to traverse water. Generally the larger the boat, the longer a voyage the craft can make. Very small boats are used as pleasure craft or as vessels to cross narrow rivers. Varieties that allow occupants to travel through the air, through space, and over ice can be found as well; the watercraft variety are the most common.</p>								
Boat, Air	20,000	200,000	PHBR4-125	Bolt +1	25	175	2011-125	
Boat, Desert	1,500	7,500	AC04-018	Bolt +2	50	350	2011-125	
Boat, Folding	10,000	25,000	2100-160	Bolt +3	75	525	2011-125	
Boat, Freya's		Relic	2006-26	Bolt +4	100	700	2011-125	
Boat, Frog	400	4,000	AC04-018	Bolt +5	125	875	2011-125	
Boat, Gnomish Submersible	4,000	40,000	AC11-049	Bolt, Lightning	200	1,200	DRAG127-29	
Boat, House	600	3,000	AC04-018	Bolt, Power, Blinding	200	800	GDQ1-124	
Boat, Ice	1,500	7,500	AC04-018	Bolt, Power, Stunning	200	800	GDQ1-124	
Boat, Keel, Hades	2,000	6,000	2121-147	Bolt, Power, Vapors	200	800	GDQ1-124	
Boat, Mist	4,500	45,000	POLY058-09	Bolt, Stun	200	2,000	FR11-45	
Boat, Phaseships	3,000	18,000	M1-30					
Boat, Semekhtet-Barge	1,500	9,000	HWA2-62					
Boat, Skyfish	1,000	5,000	UK7-PS4					
Boat, Skyship	3,000	18,000	DRAG124-18					
Boat, Smuggler's	2,000	10,000	AC04-018					
Boat, Storm Rider, Gearnat Sea	5,000	50,000	2023-084					
Boat, Undersea	2,000	15,000	AC04-018					
Boat, Undersea	2,000	18,000	LC4-14					
Bola								
 <p>The bola is a primitive (but highly effective) weapon that consists of two or three heavy balls secured to the ends of thick cords. The user swings the weapon overhead to gain momentum, then hurls it toward a target's legs. When successfully cast, the bola wraps tightly around two or more legs, forcing the target to the ground.</p>								
Bola +1	500	1,500	<i>new item</i>	Bomb, Time	1,000	5,000	2121-146	
Bola +2	1,000	3,000	<i>new item</i>					
Bola +3	1,500	4,500	<i>new item</i>					
Bola +4	2,000	6,000	<i>new item</i>					
Bola, Sunlight	1,000	5,000	DRAG155-55					
Bolt								
 <p>The bolt is often called an arrow, but this is a common mistake. Bolts are meant to be fired from crossbows and are shorter and thicker than arrows. Like an arrow, one end of a bolt is fitted with flight feathers. Extra weight is often added to the bolt's tip to increase the bolt's range and penetration power.</p>								
Bombard +1	5,000	50,000	SJR2-72					
Bombard +2	10,000	100,000	SJR2-72					
Bombard +3	20,000	200,000	SJR2-72					
Bone								
 <p>A magical bone is a wand-sized object which looks like a human humerus or tibia. A magical bone cannot be destroyed except by acid, a <i>disintegrate</i> spell, or a <i>wish</i>, all of which cause the bone to crumble into dust. Magical bones can be turned as undead by priests and clerics as if the bone were a wraith. A successful clerical turning (no matter what the result's letter code is) causes the bone to become nonmagical for $1d4 + 2$ rounds. If turned, the bone cannot be turned by the same priest until an hour's time has passed.</p>								

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Bone, Animation	1,000	5,000	AC04-018	Book, Trimia's Catalogue, Outer Plane Artifacts	12,000	120,000	2121-146
Bone, Bruising	250	3,000	AC04-019	Book, Vile Darkness	8,000	40,000	2011-139
Bone, Clapper	150	1,500	AC04-019				
Bone, Slaying	2,000	10,000	AC04-019				
Bone, Turning	1,000	5,000	AC04-019				

Bonnet

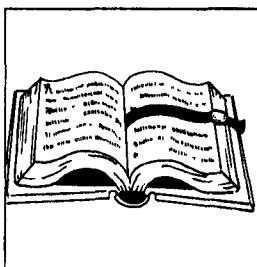
Bonnets, in agricultural and industrial cultures, are wide-brimmed, flimsy hats that are thick enough to shelter the wearer's face and neck from the sun. In tribal cultures, bonnets are headdresses consisting of the tribe's or the wearer's totem (be it feathers or the hide of a powerful and respected animal).



Bonnet, Horn	1,000	5,000	DUNG032-63
Bonnet, War	1,000	5,000	DUNG032-63

Book

Books are an all-important commodity to cultures that have developed writing. Books aid in learning, allowing the literate to benefit from the deeds and writings of others. No one, however, benefits from the presence of books more than the spellcaster. Books are used by every mage—and many priests—as an indispensable aid to spellcraft.

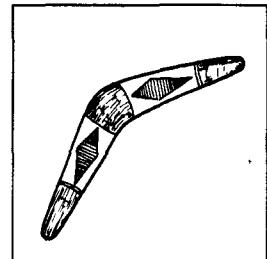


Book, Bats	2,000	2,000	FR04-04
Book, Black Circles	4,000	40,000	DRAG139-31
Book, Blind	600	4,000	DRAG082-61
Book, Blood	1,000	10,000	DUNG026-41
Book, Boccob's Blessed	4,500	35,000	2100-161
Book, Bowgentle's	4,000	30,000	1031-71
Book, Bright Ages	1,000	600	DRAG082-61
Book, Codex, Infinite Planes	Relic	62,500	2011-156
Book, Dark Ages	1,000	600	DRAG082-61
Book, Exalted Deeds	8,000	40,000	2011-138
Book, Geonomicon	—	20,000	SJR4-04
Book, Grimoire of Archaic Alchemy	4,000	40,000	DRAG00 2-29
Book, Heaven	7,000	35,000	1032-036
Book, Hopeful Deeds	700	500	DRAG082-61
Book, Hopeless Deeds	700	500	DRAG082-61
Book, Infinite Spells	9,000	50,000	2011-138
Book, Karso, Notebook of	200	2,000	LNR2-28
Book, Laeyndar's Book of Metamorphosis	1,000	5,000	DRAG139-32
Book, Lexicon of Spirits	500	5,000	DUNG033-72
Book, No End, with	2,000	10,000	DUNG003-62
Book, Num "The Mad"	1,000	5,000	1031-74
Book, Shangarar the Black	4,000	40,000	DRAG164-59
Book, Sibylline	700	7,000	1021d-63
Book, Sighted	600	400	DRAG082-61
Book, Silver Talon	2,300	12,000	DRAG062-17
Book, Skelos	1,800	9,000	2006-50
Book, Thorns	1,000	5,000	FR04-06
Book, Thoth, of	3,000	15,000	FR10-83

Book, Trimia's Catalogue, Outer Plane Artifacts	12,000	120,000	2121-146
Book, Vile Darkness	8,000	40,000	2011-139

Boomerang

The boomerang is a curved or bent throwing club of tough wood. The boomerang is primarily used to knock out and immobilize an opponent from afar. One form of boomerang is so cleverly crafted that it can be thrown in such a way that it will return to the thrower. This return is only allowed when the attack misses.



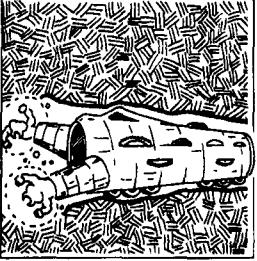
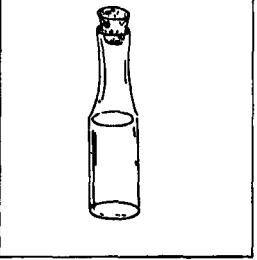
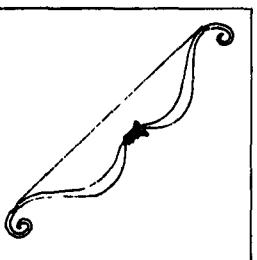
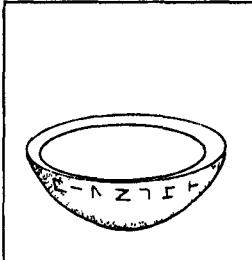
Boomerang, Tonkk	1,500	6,000	DLE3-062
Boomerang, Throwing +1	300	1,750	POLY038-28
Boomerang, Throwing +2	600	3,500	POLY038-28
Boomerang, Throwing +3	1,000	5,000	POLY038-28
Boomerang, Throwing +4	1,500	7,000	POLY038-28
Boomerang, Throwing +5	2,000	9,000	POLY038-28

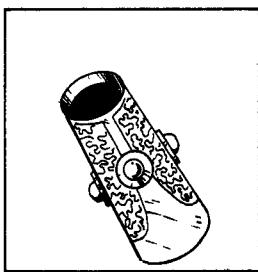
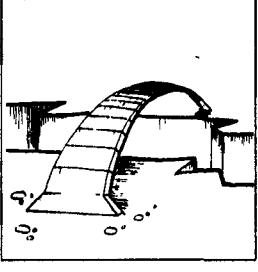
Boot

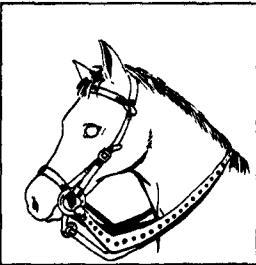
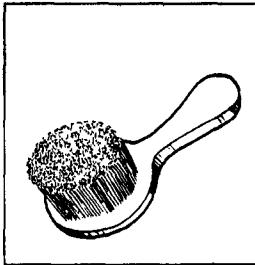
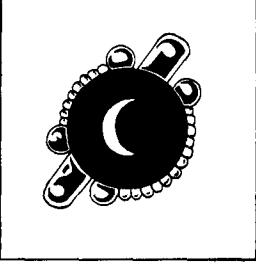
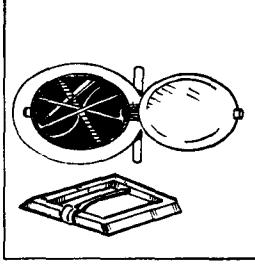
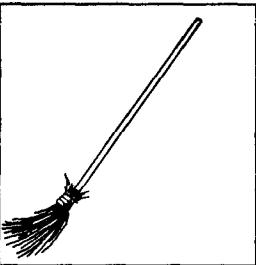
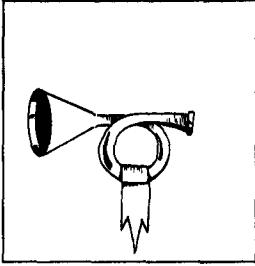
Magically enchanted boots are normally hand made by cobblers. Common boots are made by using a form (some cobblers have more than a dozen form sizes to choose from), but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot; from that of a pixie to a giant.

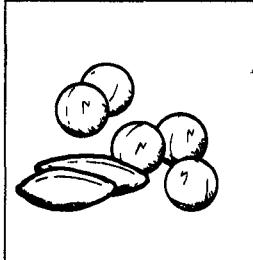
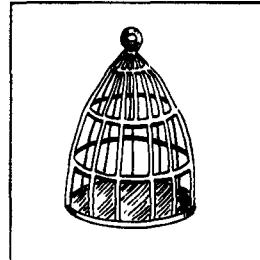
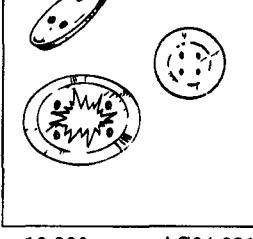
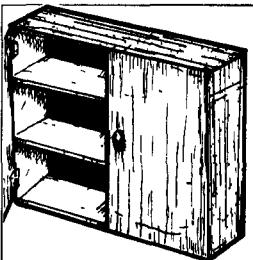
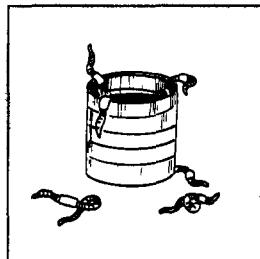


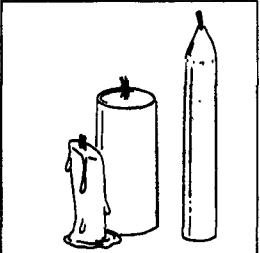
Boot, Attraction	1,000	3,500	AC04-019
Boot, Balance	1,000	10,000	PHBR2-106
Boot, Carrying	1,000	5,000	AC04-019
Boot, Cloudwalking	1,000	7,000	AC04-019
Boot, Comfortableness	500	2,500	DRAG030-36
Boot, Concealing	2,000	15,000	POLY043-23
Boot, Dancing	—	5,000	2100-161
Boot, Elvenkind	1,000	5,000	2100-161
Boot, Featherweight	1,000	7,000	AC04-019
Boot, Float Like a Butterfly	500	5,000	POLY056-16
Boot, Jogging	1,200	6,000	DRAG072-51
Boot, Levitation	2,000	15,000	2100-161
Boot, Loki's	Relic	P	2006-26
Boot, North, of the	1,500	7,500	2100-161
Boot, Permanent Shine	600	1,800	DRAG073-39
Boot, Pinching	—	1,800	AC04-019
Boot, Speed	2,500	20,000	2100-162
Boot, Star Striding	3,000	20,000	DRAG159-16
Boot, Stomping	900	1,800	AC04-019
Boot, Striding & Springing	2,500	20,000	2100-162
Boot, Tracks	1,500	7,500	AC04-019
Boot, Traveling & Leaping	2,500	20,000	1012-63
Boot, Varied Tracks, Type A	1,500	7,500	2100-162
Boot, Varied Tracks, Type B	1,500	7,500	2100-162
Boot, Winged, 15 MC A	2,000	20,000	2100-162
Boot, Winged, 18 MC B	2,000	20,000	2100-162
Boot, Winged, 21 MC C	2,000	50,000	2100-162
Boot, Winged, 24 MC D	2,000	20,000	2100-162

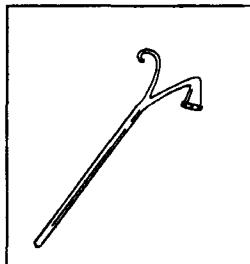
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Borer							
							
Borer, Beldane's Subterranean	7,600	75,000	AC11-009				
Bottle							
							
Bottle, Boos	600	1,800	POLY023-22				
Bottle, Constant Temperature	1,000	3,000	DRAG073-36				
Bottle, Containment	4,000	20,000	AC04-019				
Bottle, Efreeti	9,000	45,000	2100-168				
Bottle, Evaporation	500	1,500	AC04-019				
Bottle, Eversmoking	500	2,500	2100-168				
Bottle, Fireflies	600	3,000	AC04-019				
Bottle, Graffiti	500	2,500	DRAG156-28				
Bottle, Pleasant Odors	1,000	5,000	DRAG030-36				
Bottle, Refreshment	500	2,500	POLY043-23				
Bottle, Safety	1,600	8,000	LC4-37				
Bottle, Thought	1,000	5,000	2121-145				
Bottle, Undead, Ghost	1,200	6,000	DRAG054-69				
Bottle, Undead, Groaning Spirit	1,200	6,000	DRAG054-69				
Bottle, Undead, Spectre	1,200	6,000	DRAG054-69				
Bottle, Undead, Vampire	1,200	6,000	DRAG054-69				
Bottle, Undead, Wraith	1,200	6,000	DRAG054-69				
Bow							
							
This is a piece of wood (or a composite of wood and other materials) bent into a curve; a taut string keeps the bow bent. It is used to launch arrows. The bow is a two-handed weapon; the wielder cannot use a shield. The bow comes in two forms: the long bow and the short bow. The long bow can be used by any race larger than size "S." Any race can use the short bow.							
Bow, +1	500	3,500	2018-132				
Bow, +2	1,000	7,000	2018-132				
Bow, +3	1,750	12,250	2018-132				
Bow, +4	2,000	15,000	2018-132				
Bow, +5	2,750	18,000	2018-132				
Bow, Accuracy +3	2,500	15,000	DRAG127-28				
Bow, Ajagava	Relic	P	2006-08				
Bow, Composite +1	600	4,200	2100-083				
Bow, Cursed -1	—	1,000	2018-132				
Bow, Distance +1	1,500	10,000	2018-132				
Bow, Distance +2	2,000	12,000	DRAG127-28				
Bow, Doubling	1,000	6,000	DRAG099-52				
Bow, Elven, Goblin Bane +2	1,000	6,000	DRAG127-29				
Bow, Elven, Last Shot +3	1,200	8,000	DRAG127-29				
Bow, Fire +1	4,000	22,500	POLY047-27				
Bow, Fire Teeth	750	5,000	DRAG127-28				
Bow, Gem, Diamond +1	1,000	7,000	DRAG127-28				
Bow, Gem, Ruby +1	1,000	7,000	DRAG127-28				
Bow, Gem, Sapphire +1	1,000	7,000	DRAG127-28				
Bow, Heartseeking +3	4,000	20,000	DRAG127-28				
Bow, Heartseeking, Vampire +3	2,000	10,000	DRAG127-28				
Bow, Ice Fangs	600	3,500	DRAG127-28				
Bow, Iron of Gesen	750	5,000	1055-CARD				
Bow, Long +1	700	4,200	2100-083				
Bow, Marksmanship +2	1,500	7,500	DRAG127-28				
Bow, Odin's +3	Relic	P	2006-22				
Bow, Phantom	1,500	10,000	DRAG127-28				
Bow, Quality	600	3,000	2018-132				
Bow, Sarnge	7,000	70,000	2006-08				
Bow, Short +1	500	3,500	2100-083				
Bow, Speed +1	2,000	12,000	DRAG127-28				
Bow, Strength +1 16-17	100	1,000	DRAG127-27				
Bow, Strength +2 18	200	2,000	DRAG127-27				
Bow, Strength +3 18.01-75	300	3,000	DRAG127-27				
Bow, Strength +4 18.76-90	400	4,000	DRAG127-27				
Bow, Strength +5 18.91-99	500	5,000	DRAG127-27				
Bow, Strength +6 18.00	600	6,000	DRAG127-27				
Bow, Valis'	8,000	80,000	2006-26				
Bow, Warning, Cursed	—	500	DRAG127-29				
Bowl							
							
Bowl are items used to eat food in liquid form such as soups and stews. They can be crafted from wood, metal, ceramic, or even soft rock such as pumice. Magical bowls are generally used to summon or command elementals, or they are used to control, create, or divine through a magical fluid in the bowl's depths.							
Bowl, Blood	500	1,000	FR04-40				
Bowl, Delicacies	600	3,000	DRAG073-40				
Bowl, Stars	1,000	5,000	CN2-029				
Bowl, Summoning, Elemental, Air	2,000	15,000	1012-63				
Bowl, Summoning, Elemental, Earth	2,000	15,000	1012-63				
Bowl, Summoning, Elemental, Fire	2,000	15,000	1012-63				
Bowl, Summoning, Elemental, Water	2,000	15,000	1012-63				
Bowl, Water	4,000	25,000	2100-162				
Elemental Command	—	1,000	2100-162				
Bowl, Watery Death							

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page	
Box								
<p>Boxes can be constructed of solid wood, metal, wooden slats, paper-board, paper, and on occasion, mysterious substances that resemble stone or rock. Magical boxes can be used to entrap vile (or even good) creatures. Overall, however, boxes have a multitude of possible functions making them a fairly safe item to find.</p>								
Box, Brandon's Bard-in-a-	6,000	60,000	AC11-017	Bracer, Archery	1,000	10,000	2100-162	
Box, Bringer of Doom	Relic	P	MC08-Horde	Bracer, Attraction	—	1,000	DRAG091-57	
Box, Cloning, Rudra	Relic	P	2006-09	Bracer, Blinding Strike	4,000	20,000	FOR2-76	
Box, Dead	300	3,000	SJR1-77	Bracer, Brachiation	100	10,000	2100-162	
Box, Delightful Transports	2,500	25,000	PHBR2-107	Bracer, Brandishing	3,000	15,000	2121-134	
Box, Flat	5,000	25,000	2121-137	Bracer, Cleanliness	1,500	8,000	DRAG030-36	
Box, Heating	1,200	6,000	DRAG073-37	Bracer, Defense, AC 2	4,000	24,000	2100-162	
Box, Many Holdings	3,500	16,000	DRAG04 5-23	Bracer, Defense, AC 3	3,500	21,000	2100-162	
Box, Message Sending	5,000	25,000	POLY043-23	Bracer, Defense, AC 4	3,000	18,000	2100-162	
Box, Musical, Magical	3,000	15,000	DRAG073-38	Bracer, Defense, AC 5	2,500	15,000	2100-162	
Box, Mystic Brown Coating	1,000	5,000	DRAG030-36	Bracer, Defense, AC 6	2,000	12,000	2100-162	
Box, Noise	1,000	5,000	DRAG073-40	Bracer, Defense, AC 7	1,500	9,000	2100-162	
Box, Preservation	800	4,500	1072-78	Bracer, Defense, AC 8	1,000	6,000	2100-162	
Box, Preservation	6,000	30,000	DRAG073-40	Bracer, Defenselessness	—	2,000	2100-162	
Box, Weighing	1,000	5,000	DRAG073-38	Bracer, Deflection	4,500	27,000	DRAG099-50	
Bracelet								
<p>Bracelets are ornamental chains or straps that are worn on the wrist. Made of almost any conceivable material, bracelets can be adorned with etchings, gems or other precious stones, or metallic inlays. Like rings and other enchanted jewelry, magical bracelets have no limitations on what kind of magic they can hold.</p>								
Bracelet, Charms	2,000	10,000	PHBR1-113	Bracer, Invulnerability	Relic	30,000	SJR2-70	
Bracelet, Dalamar's Magic Resistance	3,000	15,000	2021-098	Bracer, Merman, of the	2,000	4,500	DRAG091-58	
Bracelet, Equus	2,000	10,000	DUNG022-34	Brand				
Bracelet, Ivy	1,500	7,500	DRAG005-09	<p>The <i>fiery brand</i> of <i>Masauwu</i> is a club-like torch four feet long. It is not normally burning when found. When commanded to light, it can only be extinguished when immersed in water. The artifact can be wielded as a club. Each time the user slays a creature, the brand reveals one of its additional functions.</p>				
Bracelet, Lost Ships, Medegian	1,500	15,000	2023-082					
Bracelet, Scaly Command	2,500	25,000	PHBR4-125	Brand				
Bracelet, Sir'San	2,000	20,000	CN1-027	<p>Brand, <i>Masauwu Fiery</i></p>				
Bracer								
<p>Bracers are thick metal or leather bands that are strapped, belted, or tied to a character's forearm. Generally, the magic that is placed on bracers is only good during times of combat, as most bracers help protect the wearer from harm, or improve the wearer's chance to strike at an opponent. Exceptions do exist, however, and more are found each day.</p>								
								
<p>Bridges are man-made objects used to span distances too great for average humans to jump across. Generally, bridges are manufactured and remain in place until a catastrophe sends them crashing down into the depths of the chasms they once spanned. Magical bridges, on the other hand, tend to be portable; they can be folded and carried easily.</p>								
Bridge, Portable		10,000	50,000	Bridge				
								

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Bridle				Brush			
							
This leather accouterment is placed about the head of a riding animal for control or guidance. Bridles include the headstall, bit, and reins. A horse or other mount can wear only one bridle at a time unless it possesses multiple heads. The rider controls and guides the beast by pulling on the reins, forcing the creature's head in a certain direction.				This brush consists of a wooden or ceramic piece, four to six inches long, that serves as the item's handle. One side of the handle is generally ornately decorated. The other side has several hundred thin pieces of wood or animal hair embedded in it. There are specialized brushes designed for all kinds of tasks from personal grooming to applying paint.			
Bridle, Control	1,000	5,000	AC04-020	Brush, Colors	1,000	5,000	DRAG030-36
Bridle, Ginzani's	7,000	35,000	PC2-40	Brush, Grooming	500	2,500	DRAG073-36
Bridle, Listening	1,000	5,000	AC04-020	Brush, Untangling	600	3,000	DRAG073-39
Bridle, Soaring	1,600	8,000	AC04-020				
Bridle, Speaking	1,400	7,000	AC04-020				
Bridle, Taming	1,200	6,000	AC04-020				
Bridle, Wings	1,500	7,500	AC04-020				
Brooch				Buckle			
							
A brooch is an ornamental piece of jewelry with a pin on the back to allow its owner to fasten the jewelry to a piece of clothing. Very expensive versions might be made from gold or platinum and decorated with gems. Brooches can contain any type of magic, but the most popular types protect the wearer from damage or theft.				This magical buckle is identical to an ordinary buckle used to fasten a belt around the waist, or to fasten shoes. An enchanted buckle is almost always made of metal (sometimes gold or platinum) and may be decorated with gems. If more than two buckles are worn at any one time, none have any effect.			
Brooch, Begoing	4,000	16,000	DUNG011-62	Buckle, Armor AC 0	5,000	30,000	AC04-021
Brooch, Bones	800	4,000	AC04-020	Buckle, Armor AC 2	4,000	24,000	AC04-021
Brooch, Equus	3,000	30,000	DUNG022-34	Buckle, Armor AC 3	3,500	21,000	AC04-021
Brooch, Imog	1,200	12,000	2021-092	Buckle, Faulty lockpicks -5%	—	1,500	AC04-021
Brooch, Lunar	1,800	9,000	AC04-020	Buckle, Faulty lockpicks -10%	—	2,000	AC04-021
Brooch, Number Numbing	4,000	20,000	2121-184	Buckle, Faulty lockpicks -15%	—	2,500	AC04-021
Brooch, Protection +1	2,000	10,000	new item	Buckle, Faulty lockpicks -20%	—	3,000	AC04-021
Brooch, Protection +2	2,500	12,500	new item	Buckle, Lockpicks +5%	1,000	7,000	AC04-021
Brooch, Protection +3	3,000	15,000	new item	Buckle, Lockpicks +10%	1,250	7,500	AC04-021
Brooch, Protection +4	3,500	17,500	new item	Buckle, Lockpicks +15%	1,500	8,000	AC04-021
Brooch, Shielding	1,000	10,000	2100-163	Buckle, Lockpicks +20%	1,750	8,500	AC04-021
Broom				Buckle, Opening	1,000	5,000	AC04-021
				Buckle, Protection +1	2,000	10,000	AC04-021
Brooms consist of a four to six foot long wooden pole that serves as the item's handle. A fan of straw or similar hair-like substance is attached to one end of the handle with a length of thread or a metal ring. When drawn across a floor or other firm surfaces, the straw gathers up loose dirt for easy removal.				Buckle, Protection +2	2,500	12,500	AC04-021
Broom, Animated Attack	—	3,000	2100-163	Buckle, Protection +3	3,000	15,000	AC04-021
Broom, Blindness	1,200	6,000	AC04-020	Buckle, Protection +4	3,500	17,500	AC04-021
Broom, Flying	2,000	10,000	2100-163	Buckle, Weaponry	3,000	15,000	AC04-021
Broom, Serving	600	3,000	AC04-020				
Broom, Sweeping	1,200	6,000	DRAG073-36				
Bugle							
							
The bugle is a small musical horn made from metal tubing. Bugles do not have valves or keys, (such musical instruments are called trumpets). By pursing the lips and blowing through the mouthpiece, the user can create notes. The tighter the purse on the lips, the higher the pitch. Most magical bugles produce only normal music unless their command words are spoken.							
Bugle, Reviving	1,000	5,000	AC04-021				
Bugle, Sleeping	700	3,500	AC04-021				
Bugle, Walking	600	3,000	AC04-021				

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page				
Bullet, Sling											
Magical sling bullets appear to be little more than well-cast normal sling bullets. Close examination reveals minute runes engraved upon these missiles. Like other enchanted missiles, a sling bullet's combat modifiers can be added to any modifiers from the weapon used to hurl it.					Cabinet, Air Restoration	600	6,000	DRAG159-16			
Bullet, Sling +1, Impact	20	120	2017-105	Cabinet, Ministering	1,000	5,000	AC04-022				
Bullet, Sling +2, Impact	50	300	2017-105	Cabinet, Security	2,000	10,000	AC04-022				
Bullet, Sling +3, Impact	75	450	2017-105	Cage							
Bullet, Sling +4, Impact	100	600	2017-105	A cage is an enclosure used to keep a creature confined without the occupant's consent. Whether a cage is called a pen, menagerie, corral, coop, cell, bastille, jail, or brig, the end result is the same: something is trapped against its will. Magical cages tend to be small enough or light enough to be easily transported.							
Bullet, Sling +5, Impact	150	800	2017-105		Cage, Batting	300	1,500	AC04-022			
Bundle											
A sacred bundle is a collection of five to 10 totemic items placed together in a pouch for the purpose of granting magical protection to the wearer. If a sacred bundle is ever removed from the owner's body, all of its benefits permanently vanish, and the warrior can never get another. A sacred bundle never benefits anyone but the warrior who made it.				Cage, Carrying	3,000	15,000	AC04-022				
Bundle, Sacred	—	30	2108-016	Cage, Entrapment	—	1,500	AC04-022				
Buttons are small disk-shaped knobs that are attached to an article of clothing. They serve as fasteners when passed through a loop or button hole. Buttons are commonly made from bone, wood, coral, shells, metal, or ceramics. Magical buttons cannot be discerned from standard buttons without the use of detect magic spells.				Cage, Shelter	1,500	7,500	PHBR1-114				
Button, Blasting	1,000	10,000	AC04-021	Cameo							
Button, Confusion	1,000	5,000	AC04-021		Cameo, Appearance	1,000	5,000	AC04-022			
Button, Fastening	600	3,000	AC04-021	Cameo, Equus	1,300	6,500	DUNG022-34				
Cabinet				Cameo, Incompetence	—	1,200	AC04-022				
Cabinets are wooden constructs used to hold a variety of items. The size, shape, and overall dimensions of a cabinet depend upon what it is designed to hold. For example, a tall cabinet might hold long garments, weapons, farming tools, or other large objects. Locks can be easily installed onto cabinets to protect valuable contents.				Cameo, Protection +1	2,000	10,000	new item				
				Cameo, Protection +2	2,500	12,500	new item				
				Cameo, Protection +3	3,000	15,000	new item				
				Cameo, Protection +4	3,500	17,500	new item				
				Cameo, Protection +5	4,000	20,000	new item				
Can/Canister											
A can or canister is a cylindrical container. Each has two command words; one to open, causing the top to disappear, and one to close, causing the top to reappear. Cans may be from two to six inches in diameter, and two to 12 inches high. Some re-create their contents each time they are opened. Other cans can be emptied only once, but even these remain airtight and watertight.					Can, Cant	500	2,500	AC04-023			
Can, Moonlight	400	2,000	AC04-023	Can, Spinach	300	1,500	POLY023-22				
Can, Watering, Zwann's	1,000	5,000	2121-148	Can, Worms	500	1,500	AC04-023				
Canister, Curses	—	1,000	POLY023-22								

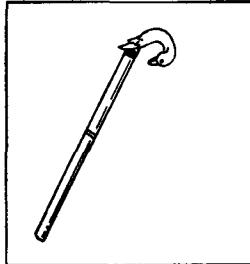
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Candle							
							
Candles are basically sections of string or yarn covered in several dozen layers of wax (or hundreds if the candle is three inches or greater in diameter). When lit, the flame boils the wax under the wick (the string) and the boiling wax burns, sustaining the flame. Magical candles generally are effective as long as the candle continues to burn.				Candle, Reflection, Small	75	375	DRAG179-18
Candle, Black, Clumsiness	200	1,000	DRAG114-12	Candle, Sanctuary, Large	700	3,500	DRAG179-18
Candle, Black, Exhaustion	200	1,000	DRAG114-12	Candle, Sanctuary, Small	175	875	DRAG179-18
Candle, Black, Feeble-mindedness	200	1,000	DRAG114-12	Candle, Shielding, Large	1,000	5,000	DRAG179-18
Candle, Black, Foolishness	200	1,000	DRAG114-12	Candle, Shielding, Small	200	1,000	DRAG179-18
Candle, Black, Weakness	200	1,000	DRAG114-12	Candle, Spells, Large	800	4,000	DRAG179-18
Candle, Black, Ugliness	200	1,000	DRAG114-12	Candle, Spells, Small	200	1,000	DRAG179-18
Candle, Blinking, Large	400	2,000	DRAG179-17	Candle, Survival, Large	200	1,000	DRAG179-18
Candle, Blinking, Small	100	500	DRAG179-17	Candle, Survival, Small	50	250	DRAG179-18
Candle, Blue	200	1,000	DRAG114-12	Candle, Unfailing Light, Large	100	500	DRAG179-18
Candle, Brilliance, Large	400	2,000	DRAG179-17	Candle, Unfailing Light, Small	25	125	DRAG179-18
Candle, Brilliance, Small	100	500	DRAG179-17	Candle, Vapors, Insanity Gas, Large	300	1,500	DRAG179-19
Candle, Charming, Large	400	2,000	DRAG179-17	Candle, Vapors, Insanity Gas, Small	75	375	DRAG179-19
Candle, Charming, Small	100	500	DRAG179-17	Candle, Vapors, Poison, Large	300	1,500	DRAG179-19
Candle, Convocation	800	8,000	DRAG156-28	Candle, Vapors, Poison, Small	75	375	DRAG179-19
Candle, Darkness, Large	200	1,000	DRAG179-17	Candle, Vapors, Sleep, Large	300	1,500	DRAG179-19
Candle, Darkness, Small	50	250	DRAG179-17	Candle, Vapors, Sleep, Small	75	375	DRAG179-19
Candle, Defense, Large	600	3,000	DRAG179-18	Candle, Vapors, Smoke, Large	300	1,500	DRAG179-19
Candle, Defense, Small	150	750	DRAG179-18	Candle, Vapors, Smoke, Small	75	375	DRAG179-19
Candle, Disruption, Large	500	2,500	DRAG179-18	Candle, Vapors, Sweet Smell, Large	300	1,500	DRAG179-19
Candle, Disruption, Small	125	625	DRAG179-18	Candle, Vapors, Sweet Smell, Small	75	375	DRAG179-19
Candle, Divination, Large	800	4,000	DRAG179-18	Candle, Visibility, Large	300	1,500	DRAG179-19
Candle, Divination, Small	200	1,000	DRAG179-18	Candle, Visibility, Small	75	375	DRAG179-19
Candle, Everburning	300	3,000	PHBR4-124	Candle, Yellow	200	1,000	DRAG043-09
Candle, Exploding, Large	200	1,000	DRAG179-18				
Candle, Exploding, Small	50	250	DRAG179-18				
Candle, Fireballs, Large	500	2,500	DRAG179-18				
Candle, Fireballs, Small	125	625	DRAG179-18				
Candle, Flame Arrows, Large	400	2,000	DRAG179-18				
Candle, Flame Arrows, Small	100	500	DRAG179-18				
Candle, Flame Blades, Large	400	2,000	DRAG179-18				
Candle, Flame Blades, Small	100	500	DRAG179-18				
Candle, Gold	200	1,000	DRAG043-09				
Candle, Improved Shielding, Large	1,500	7,500	DRAG179-18				
Candle, Improved Shielding, Small	300	1,500	DRAG179-18				
Candle, Improved Survival, Large	300	1,500	DRAG179-18				
Candle, Improved Survival, Small	75	375	DRAG179-18				
Candle, Invocation	1,000	5,000	2100-163				
Candle, Methven	800	8,000	DRAG039-42				
Candle, Porpitiousness	750	4,000	2121-134				
Candle, Powerlessness	—	250	AC04-023				
Candle, Protection	800	8,000	AC04-023				
Candle, Protection, Large	700	3,500	DRAG179-18				
Candle, Protection, Small	175	875	DRAG179-18				
Candle, Purple	200	1,000	DRAG043-09				
Candle, Pyrotechnics, Large	200	1,000	DRAG179-18				
Candle, Pyrotechnics, Small	50	250	DRAG179-18				
Candle, Red	200	1,000	DRAG043-09				
Candle, Reflection, Large	300	1,500	DRAG179-18				

Candle Snuffer

Candle Snuffer, Remote

Candle snuffers do exactly as their name suggests; they douse candle flames. Snuffers generally cannot put out fires larger than a candle flame, and they cannot douse magical flames. (A magical candle's enchantment is activated when it is lit, but the flame is not always itself magical. A snuffer may douse a magical candle unless otherwise stated in the candle's description.)

300 1,500 DRAG073-38

Cane

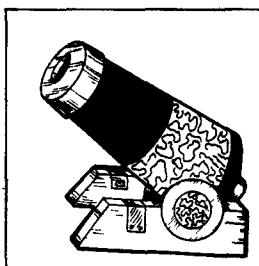
Cane, Age	—	1,200	AC04-023
Cane, Armament	2,000	10,000	AC04-023
Cane, Blindness	—	1,000	AC04-023
Cane, Detection	1,500	7,500	AC04-023
Cane, Protection +1	2,000	10,000	new item
Cane, Protection +2	2,500	12,500	new item
Cane, Protection +3	3,000	15,000	new item

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Cane, Protection +4	3,500	17,500	<i>new item</i>				
Cane, Protection +5	4,000	20,000	<i>new item</i>				
Cane, Stiffness	—	1,200	AC04-023				

Cannon

Cannons are very rare and tend to be unreliable, as they tend to explode when fired. More importantly, the chemical or magical reactions they depend on sometimes vary from one world to another. Cannons use magical smoke powder, one shot uses 10 charges. The rarity of smoke powder is another reason for the cannon's impracticality. (Very large cannons are called bombard, see page 32 for more details and magical options.)

Cannon +1	2,000	20,000	<i>new item</i>
Cannon +2	4,000	40,000	<i>new item</i>
Cannon +3	6,000	60,000	<i>new item</i>
Cannon, Elmarin Call	300	3,000	SJR2-72
Cannon, Water	600	1,800	SJR1-82



Canoe

Canoes are river and lake boats that generally hold two to four passengers, but larger versions that carry up to 20 are available. In primitive areas, canoes are painstakingly constructed out of whole logs by alternately burning and chopping the wood until the log is completely hollowed out and the canoe is complete. More advanced techniques take less time and use less material.

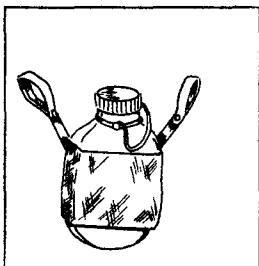
Canoe, Portable	2,000	10,000	2121-142
Canoe, Portage	1,500	7,500	AC04-023
Canoe, Travel	2,000	10,000	AC04-023



Canteen

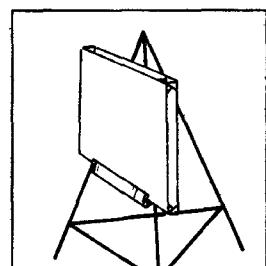
Canteens are metal, ceramic, or animal-skin containers for carrying water. All canteens have a cap or stopper to keep the water from evaporating or spilling as it is carried about. Canteens are useful in any location where drinkable water is not always available; however they tend to be very expensive anywhere they are necessities, and very cheap where they are merely convenient.

Canteen, Coolness	600	6,000	DRAG030-37
Canteen, Water Purification	800	8,000	DRAG073-37



Name	EP	Cost	Book/Page
Canvas			

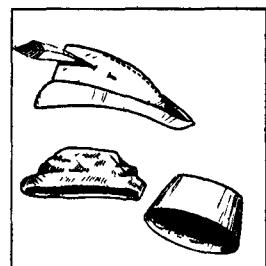
Canvases, the painter's most common medium (besides building ceilings or walls), are made from thick paper, thin wood, parchment, or animal hides. They are usually treated with an alcohol solution to help them receive and hold the colors the painter applies to them.



Canvas, Pictures	1,000	15,000	DRAG073-37
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Cap

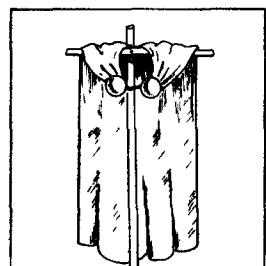
Caps are small hats that fit snugly onto the wearer's head. Very small and plain caps are called skull caps. Mages who live in seclusion or cloistered priests often wear skull caps. Since they are not very flattering, skull caps are almost never worn outside the work room or monastery, except by particularly frugal or ascetic individuals.



Cap, Dream, Veluna	1,500	7,500	2023-079
Cap, Healing, Veluna	4,000	22,500	2023-080
Cap, Pilus	Relic	55,000	1021-60
Cap, Protection +1	2,000	10,000	<i>new item</i>
Cap, Protection +2	2,500	12,500	<i>new item</i>
Cap, Protection +3	3,000	15,000	<i>new item</i>
Cap, Protection +4	3,500	17,500	<i>new item</i>
Cap, Protection +5	4,000	20,000	<i>new item</i>
Cap, School, Abjuration	2,000	10,000	2121-144
Cap, School, Alteration	2,000	10,000	2121-144
Cap, School, Conjuration/Summoning	2,000	10,000	2121-144
Cap, School, Enchantment/Charm	2,000	10,000	2121-144
Cap, School, Greater Divination	2,000	10,000	2121-144
Cap, School, Illusion/Phantasm	2,000	10,000	2121-144
Cap, School, Invocation/Evocation	2,000	10,000	2121-144
Cap, School, Necromancy	2,000	10,000	2121-144
Cap, Teleportation	2,000	15,000	PC1-60

Cape

A cape is a sleeveless garment that falls loosely from the shoulders and is fastened about the neck with a cord or chain. A cape may be worn over armor or ordinary clothes, or even a coat. A magical cape is made of fine cloth, often with strands of gold or silver woven into the fabric.

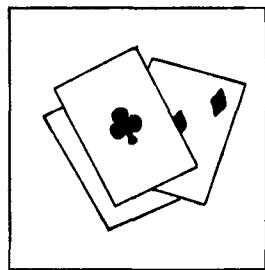


Cape, Disguise	500	3,000	AC04-023
Cape, Good Hope	1,000	15,000	AC04-024

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Cape, Hornet	800	2,400	DRAG005-08				
Cape, Horns	1,000	5,000	AC04-024				
Cape, Protection +1	1,000	10,000	AC04-024				
Cape, Protection +2	2,000	20,000	AC04-024				
Cape, Protection +3	3,000	30,000	AC04-024				
Cape, Protection +4	4,000	40,500	AC04-024				
Cape, Protection +5	5,000	50,000	AC04-024				
Cape, Reeking	—	1,000	AC04-024				
Cape, Shadow	2,500	15,000	AC04-024				

Card

Cards are sets of colorful placards that bear sets of numbers and symbols. The most common form of cards has thirteen sets of numbers and four types of symbols, containing a total of 52 cards. For more information on cards and their magical counterparts, please see the following entries: Deck, Placard, and Tarot.



Card, Fortune Telling

1,000 10,000 LC2-23

Carpet

Carpets, otherwise known as rugs, are floor coverings designed to make floors more comfortable places for the feet. Often, carpets are hung on the walls in to cover holes or open windows. (Such carpets are more properly called tapestries.) Magical carpets usually provide transport, issue warnings, or trap intruders.

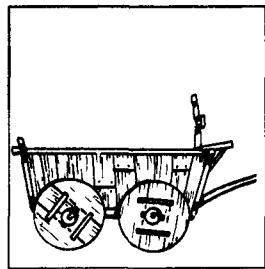


Carpet, Fighting
Carpet, Flying, 1 Person
Carpet, Flying, 2 Person
Carpet, Flying, 3 Person
Carpet, Flying, 4 Person
Carpet, Solomon's Magic

4,000 20,000 DRAG179-72
2,500 12,500 2100-163
5,000 25,000 2100-163
7,500 37,500 2100-163
10,000 50,000 2100-163
6,000 20,000 1021-63

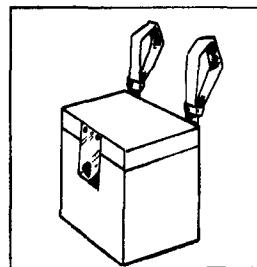
Cart

Carts are wooden vehicles with one or two pairs of wooden wheels. Each pair of wheels is connected by a wooden pole that serves as an axle. Carts are headed by a pole that is attached to a harness of a single draft animal or a team of animals. The bed of the cart occasionally has a framework that helps keep larger cargo in place.



Cart, Bigwheel
Cart, Convenience
Cart, Decks
Cart, Mouse

1,200 6,000 DUNG022-43
1,000 5,000 AC04-024
1,100 5,500 AC04-024
3,500 17,500 2121-141

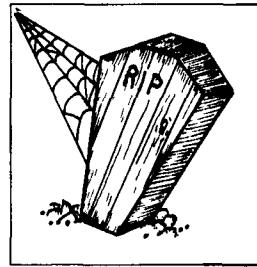


Case

Magical cases appear to be either normal belt pouches or as small wooden boxes with attached lids. Either type of case radiates a faint magic aura if such is detected for. Magical cases generally are enchanted to allow their users to simply reach into their interiors to grab an item without searching for it.

Case, Alphabetizing	800	4,000	DRAG073-40
Case, Holding, 100 lbs.	2,000	10,000	<i>new item</i>
Case, Holding, 150 lbs.	3,000	15,000	<i>new item</i>
Case, Holding, 200 lbs.	4,000	20,000	<i>new item</i>
Case, Holding, 250 lbs.	5,000	25,000	<i>new item</i>
Case, Holding, 500 lbs.	7,500	37,500	<i>new item</i>
Case, Holding, 1,000 lbs.	10,000	50,000	<i>new item</i>
Case, Zagyg's Spell Component, 2 × /day	200	2,000	2017-104
Case, Zagyg's Spell Component, 3 × /day	300	3,000	2017-104
Case, Zagyg's Spell Component, 4 × /day	400	4,000	2017-104
Case, Zagyg's Spell Component, 5 × /day	500	5,000	2017-104
Case, Zagyg's Spell Component, 6 × /day	600	6,000	2017-104
Case, Zagyg's Spell Component, 7 × /day	700	7,000	2017-104

Cask/Casket

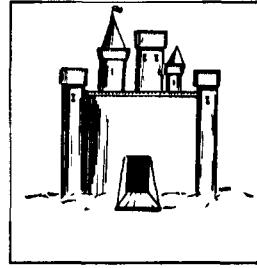


Casks are simply small barrels (see page 29). The word "cask" sometimes is used as a shortened form of "casket" (see below).

Caskets, are elaborate boxes intended to hold anything that is valuable or highly prized, such as jewelry, magical items, or even the remains of the dead (see Coffin, page 45).

Cask, Everfull
Cask, Wind Spy
Casket, Furyondy
Casket, Holding, 2,000 lbs.

300 3,600 DRAG159-17
4,000 20,000 DRAG178-17
2,500 27,500 2023-077
15,000 70,000 *new item*



Castle

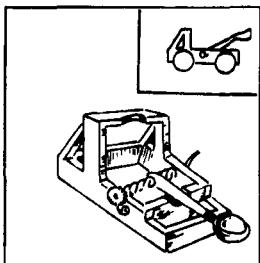
Through a long, arcane process, a complete castle sometimes can be built on a floating cloud. Such a castle is worth at least 30,000 gp and could be worth millions, see *The Complete Castle Guide*. Experience is never awarded for finding and using a cloud castle. The award for actually building one is up to the DM; 1 to 10 xp per 100 gp spent on construction would suit most campaigns.

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Castle, Cloud, in the	varies	varies	AC11-021				

Catapult

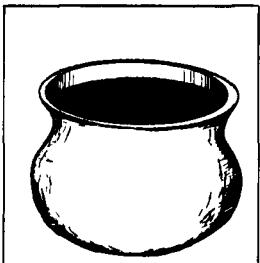
Catapults are large, stone-throwing siege machines operated by springs, cranks, or flywheels. Catapults can be mounted on wheels or fixed into position. Fixed catapults can fire in only one direction once installed. (This is a handicap, but a necessary one if the catapult is carried on a ship where it might fall overboard if not bolted down.) Catapults can be loaded with stone shot instead of large rocks.

Catapult, Heavy +1	1,000	10,000	SJR2-72
Catapult, Heavy +2	2,000	20,000	SJR2-72
Catapult, Heavy +3	4,000	40,000	SJR2-72
Catapult, Light +1	500	5,000	SJR2-72
Catapult, Light +2	1,000	10,000	SJR2-72
Catapult, Light +3	2,000	20,000	SJR2-72
Catapult, Medium +1	700	7,000	SJR2-72
Catapult, Medium +2	1,400	14,000	SJR2-72
Catapult, Medium +3	2,800	28,000	SJR2-72



Cauldron

A large boiler or kettle, a cauldron is used, most often, to cook meals for a great number of people. Very large cauldrons can weigh as much as 40 tons. Magical versions assist the user by creating beneficial concoctions, malignant poisons, or simply extra large amounts of normal matter.



Cauldron, Air, Mordom's	3,000	15,000	2121-141
Cauldron, Daghda	Relic	P	2006-18
Cauldron, Doom	6,000	60,000	FR02-61
Cauldron, Heating	1,000	5,000	AC04-022
Cauldron, Hymir's Steaming	Relic	72,000	1021-59
Cauldron, Plenty	1,000	10,000	DUNG021-14

Censer

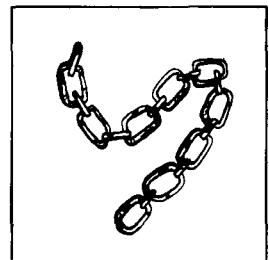
A censer is a container used to burn incense. The censer has a base that allows the container to stand by itself, a central bowl that holds the smoldering incense, and an ornately carved lid. Three chains, arranged equidistantly around the upper lip of the central bowl allow the priest or wizard to hold the censer as it smokes, sending its magical aromas into the air.



Censer, Conduct	1,200	12,000	POLY023-22
Censer, Summoning Hostile			
Air Elementals	—	2,500	2100-163
Censer, Thaumaturgy	2,500	12,000	FR04-40
Censer, Controlling,			
Air Elementals	4,000	25,000	DRAG156-28

Chain

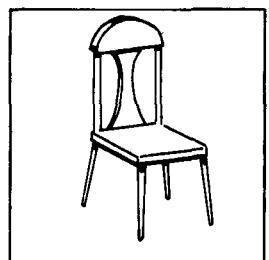
A chain is a series of interlocking metal rings that form a long string. Chains are commonly used to bind prisoners, haul cargo, or even as ornaments. Magical chains do not look or feel any different from nonmagical varieties. Most chains have at least one activating command word, but some chains function automatically.



Chain, Ancient Slaver	1,800	7,000	CN2-029
Chain, Dungeon, Danleor's Str 14	500	5,000	<i>new item</i>
Chain, Dungeon, Danleor's Str 15	600	6,000	<i>new item</i>
Chain, Dungeon, Danleor's Str 16	800	8,000	<i>new item</i>
Chain, Dungeon, Danleor's Str 17	1,000	10,000	DRAG145-39
Chain, Dungeon, Danleor's Str 18	1,500	15,000	DRAG145-39
Chain, Dungeon, Danleor's Str 19	2,000	20,000	DRAG145-39
Chain, Dungeon, Danleor's Str 19 +	2,500	22,500	DRAG145-39
Chain, Dungeon, Danleor's Str 20	2,500	25,000	DRAG145-39
Chain, Dungeon, Danleor's Str-21	3,000	30,000	<i>new item</i>
Chain, Holding	1,000	10,000	<i>new item</i>
Chain, Teleportation	2,000	15,000	G123-08

Chair

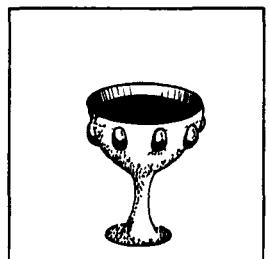
Chairs are wooden, metal, or wicker constructions with four legs and a back. Many chairs are padded with velvet or leather to make the occupant a bit more comfortable. Magical chairs tend to be very lavish (unless otherwise stated), but their magical nature is not apparent until the appropriate magics are used to detect it.



Chair, Ancestors, of the	1,000	10,000	POLY043-22
Chair, Shrinking	1,000	10,000	DRAG073-36
Chair, Sleep Prevention	3,000	15,000	DRAG073-39

Chalice

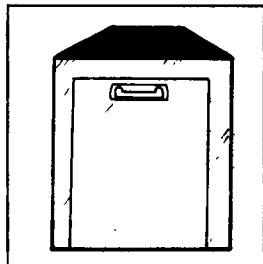
A chalice is an ornamental cup or goblet. It may be constructed of glass, crystal, metal, or even wood. A chalice may be long-stemmed, or it may have no stem at all. Every chalice is designed to stand on its own, either by virtue of its shape or because it is fitted with a base.



Chalice, Colors	500	1,500	AC04-024
Chalice, Continual Water	240	2,400	SJR2-70
Chalice, Detection	1,000	5,000	AC04-024
Chalice, Eucharistic,			
Issek of the Jug	1,500	25,000	LNR1-93
Chalice, Identification	1,000	10,000	AC04-024
Chalice, Irreversibility	2,000	12,000	LNA3-53

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Chalice, Planar Travel	1,000	10,000	DUNG025-11	Chariot, Franklyn's Incredible	3,000	15,000	POLY043-23
Chalice, Poison	—	1,500	AC04-024	Chariot, Re	4,000	20,000	FR10-86
Chalice, Shield Lands	3,000	25,000	2023-077	Chariot, Silver, Olympus	2,000	6,000	2121-47
				Chariot, Surya's	Relic	P	2006-08

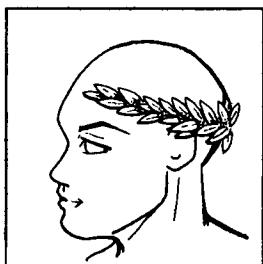
Chamber



Chambers are cubical or rectangular devices that produce magical effects within their hollow interiors. The object or objects to be affected must be placed inside and the chamber's door must be closed before a chamber will function. Generally, chambers have an activation stud, a small spherical gem, fastened to the outside, near the door.

Chamber, Disintegration, 1'x1'x1'	500	2,500	2121-36
Chamber, Disintegration, 2'x2'x3'	1,000	5,000	2121-136
Chamber, Disintegration, 3'x3'x6'	1,500	7,500	2121-136
Chamber, Disintegration, 3'x5'x6'	2,000	10,000	2121-136
Chamber, Disintegration, 5'x5'x10'	3,000	15,000	2121-136
Chamber, Disintegration, 10'x10'x10'	5,000	25,000	2121-136
Chamber, Teleportation, 1'x1'x1'	500	5,000	2121-145
Chamber, Teleportation, 2'x2'x3'	1,000	10,000	2121-145
Chamber, Teleportation, 3'x3'x6'	1,500	15,000	2121-145
Chamber, Teleportation, 5'x5'x5'	2,000	20,000	<i>new item</i>
Chamber, Teleportation, 5'x5'x10'	3,000	30,000	2121-145
Chamber, Teleportation, 10'x10'x10'	10,000	50,000	2121-145

Chaplet

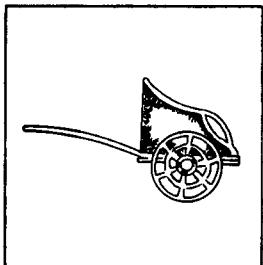


A chaplet is a wreath, garland, or string of beads used to garnish the head. Many chaplets look like garters; such chaplets often have a knitted or cloth rose or burgeon that lays across the wearer's forehead and the rose often has a gem attached to it.

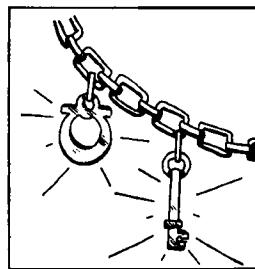
The word "chaplet" also is used to describe a short a string of beads, used to count prayers.

Chaplet, Creature Recognition	600	3,000	POLY043-23
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Chariot



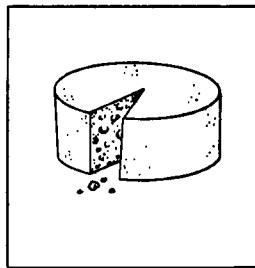
A chariot is a light, fast open-backed vehicle. The driver—and sometimes the passengers—must stand. A chariot has two wheels and can be drawn by a single draft animal or team of animals (but seldomly more than four animals). War chariots can be armored (including the wheels), and fitted with sharp spikes or blades along the axle to injure or immobilize opponents.



Charm, Climbing	2,500	7,500	DRAG073-37
Charm, Favor	1,600	5,000	PHBR1-114
Charm, Fire Extinguishing	1,500	7,500	DRAG073-38
Charm, Flattening	100	1,000	DRAG073-40
Charm, Footwear Restoration	200	2,000	DRAG073-40
Charm, Luck	2,500	15,000	DRAG005-09
Charm, Opening	2,000	10,000	DRAG073-38
Charm, Protection, Disease	1,000	5,000	2018-134
Charm, Protection, Fire	1,000	5,000	2018-134
Charm, Protection, Spirits	1,000	5,000	2018-134
Charm, Protection, Theft	1,000	5,000	2018-134
Charm, Rabbit's Foot	2,500	25,000	AC04-059
Charm, Resource, Asp	250	1,250	HWR2-d34
Charm, Resource, Bread	250	1,250	HWR2-d34
Charm, Resource, Fennec	250	1,250	HWR2-d34
Charm, Resource, Hawk	250	1,250	HWR2-d34
Charm, Resource, Raindrop	250	1,250	HWR2-d34
Charm, Smoke Detection	500	5,000	DRAG073-38
Charm, Undisturbed Sleep	600	6,000	DRAG073-36

Charm

A charm is a small metallic trinket. Most charms are shaped like animals, symbols, letters, or the silhouettes of animals or people. Each trinket has a small loop on the uppermost section that allows the owner to place the trinket onto a necklace, bracelet, or anklet. Only two trinkets can be placed on a chain at once.



Cheese, Odors	200	1,000	POLY023-22
Cheese, Vile Odors	—	500	POLY023-23

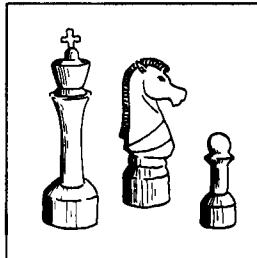
Cheese

Cheese is form of preserved milk. The solid portion of curdled milk (the curds) is separated from the liquid (whey) and prepared in many different fashions. The different processes give cheeses their varied flavors, colors, marbling, and textures. The effect from a magical cheeses is activated either by placing a piece of cheese in the mouth, or by inhaling the bouquet.

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Chess Set

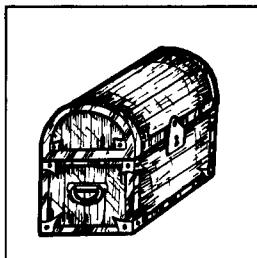
Chess is an ancient two-player game. The game is played on a board that has 64 squares of two different colors, one dark, one light. Each player controls a set of 16 pieces; one set light, the other dark, often the same colors as the board.



Chess Set, Challenge	600	3,000	DRAG073-40
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Chest

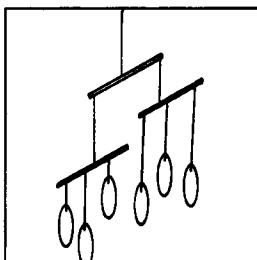
A chest is a box, usually an extraordinarily sturdy and durable wooden construct with an attached lid, several handles, and fitted with metallic bands to give it even more durability. Magical chests tend to have enchantments that involve storing extra contents or protecting the contents.



Chest, Drawers	500	2,500	AC04-025
Chest, Float	1,000	1,500	FOR2-77
Chest, Holding, 500 lbs.	2,000	5,000	<i>new item</i>
Chest, Holding, 1,000 lbs.	4,000	20,000	<i>new item</i>
Chest, Holding, 1,500 lbs.	6,000	30,000	<i>new item</i>
Chest, Holding, 2,000 lbs.	8,000	40,000	<i>new item</i>
Chest, Holding, 2,500 lbs.	10,000	50,000	<i>new item</i>
Chest, Oyster	1,500	15,000	DRAG099-51
Chest, Quartermaster's	2,500	7,500	DRAG178-19
Chest, Sieges	1,000	5,000	AC04-025
Chest, Walking	5,000	10,000	FLR2-80
Chest, Zorathus	Relic	P	2006-49

Chime

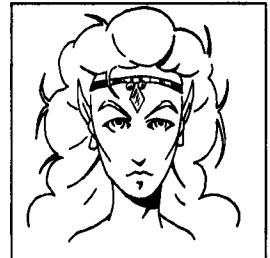
Chimes can be one of two things: One kind of chime is a small hammer used to strike bells to produce a ringing sound. However, most chimes are sets of bells or slabs of wood, stone, shell, plaster or ceramic that are hung by strings under a ceiling or small holder. Chimes of this type often are left to blow and ring in the wind.



Chime, Feather	500	2,500	PC2-40
Chime, Hunger	—	1,000	2100-163
Chime, Interruption	2,000	20,000	2100-163
Chime, Opening	3,500	20,000	2100-163
Chime, Time	400	2,000	1013-53
Chime, Visitors	200	1,000	AC04-025
Chime, Warning	1,000	5,000	DRAG028-31

Circler

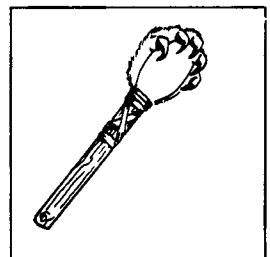
The circlet is an uncommon, ring-shaped ornament worn like a crown (see page 48) and used to adorn the forehead. A circlet often is studded with gems or inlaid with rare or precious materials such as gold or ivory.



Circler, Dalvan's	—	1,000	DUNG013-40
Circler, Golden	2,000	30,000	2021-092
Circler, Golden, Greyhawk	2,000	30,000	2023-079
Circler, Protection +1	2,000	10,000	<i>new item</i>
Circler, Protection +2	2,500	12,500	<i>new item</i>
Circler, Protection +3	3,000	15,000	<i>new item</i>
Circler, Underwater Speech	1,000	10,000	DLR1-80

Claw

Claws are long, sharp, and curved nails found on the feet (or paws) of animals. Usually thought of as a predator's trait, many herbivores have claws for defense or for digging and climbing. Magical claws are usually attached to a handle or some other device that allows a humanoid user to use them as slashing weapons.

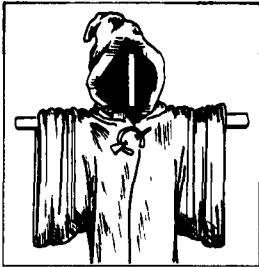
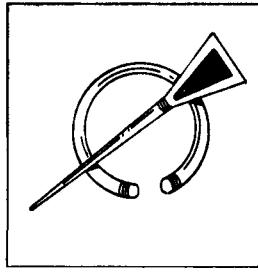
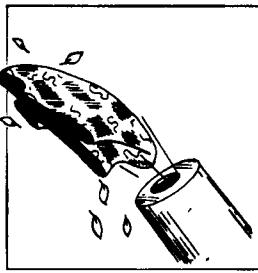
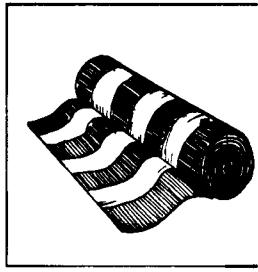
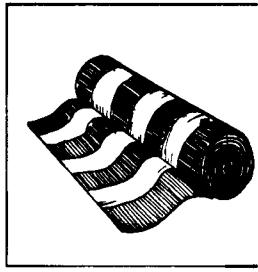
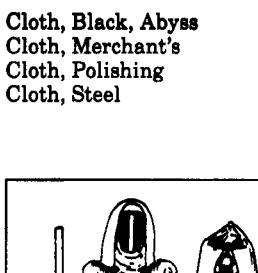
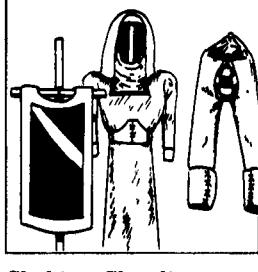


Claw +1	200	1,000	<i>new item</i>
Claw +2	400	2,000	<i>new item</i>
Claw +3	600	3,000	<i>new item</i>
Claw +4	800	4,000	<i>new item</i>
Claw +5	1,000	5,000	<i>new item</i>
Claw, Clawrazor	500	2,500	DELE3-063
Claw, Dragon	1,000	5,000	OA5-55
Claw, Magic Stealing	3,500	17,500	2121-134
Claw, Mighty Simurgh	Relic	65,000	1021-56
Claw, Nergal	Relic	85,000	2006-50
Claw, Nezram	3,750	35,000	FR10-83
Claw, Raking	500	2,500	AC04-025
Claw, Razor of Chakyik +1	1,000	6,000	2023-088
Claw, Razor of Chakyik +2	1,500	7,500	2023-088
Claw, Twisted	100	500	1060-120

Cleat

Cleats are metal or stone projections that are attached to the bottoms of hard-soled shoes or boots for increased traction. Soft-soled shoes and boots can never use cleats. Many shoes come with cleats installed, and those cleats cannot be removed. Often, however, cleats are constructed so that they can be screwed into place, allowing the user to choose whether to use them or not.

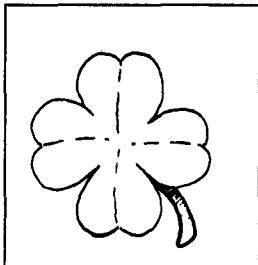


Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page			
Cleat, Gripping	1,000	6,000	AC04-025	Cloak						
										
Cloak, Arachnida	3,000	25,000	2100-164	Cloak Clasp, Dryness	100	500	<i>new item</i>			
Cloak, Atmosphere	1,000	9,000	DRAG159-16	Cloak Clasp, Holding	60	600	DRAG030-37			
Cloak, Bat, of the	1,500	15,000	2017-098	Cloak Clasp						
Cloak, Battle	2,000	12,000	FR04-34							
Cloak, Bear, Sulhaut	1,500	17,500	2023-077	Cloak, clasp, fancy, decorative pins used to secure a cloak to the user instead of the tie that comes with most cloaks. The string, after years of use and exposure to the elements can rot or break, and isn't very attractive. The pin is pushed through the hem of both sides of the cloak, and locked, holding the cloak snugly closed.						
Cloak, Blackflame	24,000	100,000	GAZ08-19	Cloaking Device						
Cloak, Cheetah, Amedio	1,500	15,000	2023-078							
Cloak, Clouds, of the	1,200	12,000	IMAG029-36							
Cloak, Cold	1,000	1,000	LNA2-87	Cloaking Device, Field	20	200	AC11-091			
Cloak, Comfort	1,500	7,500	FR04-34	Cloth						
Cloak, Delight	3,000	35,000	FR04-34							
Cloak, Displacement	3,000	17,500	2100-164	Cloth, fabric formed by weaving or felting, is a P commodity for those who prefer the luxuries of life or have delicate skin. Shirts, pants, vests, socks, and just about any other articles of clothing, can be made from cloth. Magical cloth can be sewn or otherwise manipulated into clothing that has the same magical traits as the original bolt of cloth (unless otherwise stated).						
Cloak, Dryness	1,000	10,000	HR1-65							
Cloak, Echoes	300	3,000	FR04-34	Cloth, Black, Abyss	2,000	6,000	2121-147			
Cloak, Elvenkind	1,000	6,000	2100-164	Cloth, Merchant's	700	7,000	POLY058-31			
Cloak, Etherealness	2,600	15,500	L2-31	Cloth, Polishing	500	1,500	DRAG073-39			
Cloak, Fangs	1,500	10,000	FR04-35	Cloth, Steel	750	5,500	DRAG126-50			
Cloak, Flame	—	1,500	POLY019-30	Clothing						
Cloak, Gargoyle	1,000	6,000	T1:4-126							
Cloak, Guarding	1,500	10,000	FR04-35	Clothing is a general term used when referring to articles that are used to cover the body. In some areas (particularly in the rich districts of large cities), clothing is a term used exclusively to delineate wearables that are manufactured from cloth; as opposed to hides, knitted products, crocheted sweaters, etc.						
Cloak, Hellfurnaces	2,000	8,000	2023-078							
Cloak, Horned, Rhun's (Horn)	2,000	7,000	FR04-37	Clothing, Cleanliness	1,000	1,500	DRAG073-39			
Cloak, Horned, Rhun's (Tail)	2,500	10,000	FR04-37							
Cloak, Horned, Rhun's (Visor)	2,200	7,500	FR04-37							
Cloak, Lordliness	650	6,250	IMAG012-38							
Cloak, Lurker	2,000	12,500	GDQ1-124							
Cloak, Manta Ray, of the	2,000	12,500	2100-164							
Cloak, Many Colors	1,200	8,000	FR04-35							
Cloak, Mummy	3,000	12,000	POLY047-27							
Cloak, Night	1,000	5,000	DRAG076-17							
Cloak, One Plume, of the	4,000	40,000	FMA1-60							
Cloak, Piwafwi	1,000	6,000	FOR2-69							
Cloak, Plenty	1,000	6,000	POLY65-09							
Cloak, Poisonousness	—	2,500	2100-164							
Cloak, Protection, +1	1,000	10,000	2100-164							
Cloak, Protection, +2	2,000	20,000	2100-164							
Cloak, Protection, +3	3,000	30,000	2100-164							
Cloak, Protection, +4	4,000	40,000	2100-164							
Cloak, Protection, +5	5,000	50,000	2100-164							
Cloak, Protection, Symbiotic	3,000	20,000	DRAG112-31							
Cloak, Reflection	1,500	10,000	FR04-35							
Cloak, Shadow	3,000	30,000	PHBR2-106							
Cloak, Shield, of the	1,500	10,000	FR04-37							
Cloak, Slender Appearance	800	4,000	DRAG073-40							
Cloak, Stars	1,200	7,500	FR04-36							
Cloak, Survival	1,000	6,000	FR04-37							
Cloak, Symbiotic Protection	3,000	20,000	FR04-37							
Cloak, Tiger, Chakyik	1,500	12,500	2023-084							
Cloak, Warmth	1,000	7,500	DLA1-057							
Cloak, Wolf, Wegiur	2,000	15,000	2023-086							

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Clothing, Perfect Fit	1,000	5,000	DRAG073-39				
Clothing, Protection +1	1,000	10,000	<i>new item</i>				
Clothing, Protection +2	2,000	20,000	<i>new item</i>				
Clothing, Protection +3	3,000	30,000	<i>new item</i>				
Clothing, Protection +4	4,000	40,000	<i>new item</i>				
Clothing, Protection +5	5,000	50,000	<i>new item</i>				

Clover

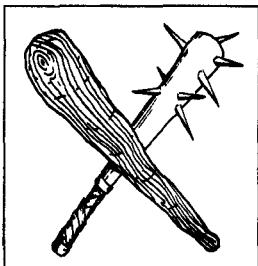
Clover is a small plant famous for bringing good luck. It is said that in every 100 or 1,000 clover stems, only one sports four leaves. By picking the leaf, it is said that the holder is granted good luck until the leaf begins to wilt (which takes about four minutes.)



Clover, Four-Leaf 100 1,000 AC04-035

Club

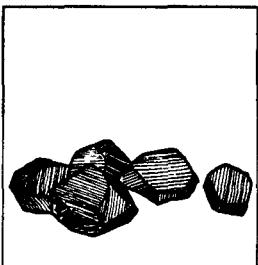
A club is a heavy stick that is usually thicker at one end than at the other. When grasped at the thin end, the club can be used as a bludgeoning weapon. Clubs are generally wooden, though metal ones do exist. The wooden clubs often have spikes inserted into the club's fat end to increase the damage the club can deliver.



Club +1	800	4,000	<i>new item</i>
Club +2	1,300	8,000	<i>new item</i>
Club +3	2,000	12,000	<i>new item</i>
Club +4	3,000	16,000	<i>new item</i>
Club +5	4,000	20,000	<i>new item</i>
Club, Daghdha	Relic	P	2006-18
Club, Maca +1	800	4,000	1066a-58
Club, Maca +2	1,300	8,000	1066a-58
Club, Maca +3	2,000	12,000	1066a-58
Club, Maca +4	3,000	16,000	1066a-58
Club, Maca +5	4,000	20,000	1066a-58
Club, Polymorphing, Ogre	500	4,000	DRAG062-66
Club, Polymorphing, Orc	400	3,000	<i>new item</i>
Club, Polymorphing, Scro	600	5,000	<i>new item</i>

Coal

Coal is the dark brown or black combustible mineral left over from the carbonization of ancient plant life. Anthracite, lignite, and bitumen are all types of coal. Magical coals are generally used to either create magical warmth, or to *gate* the owner to the plane of elemental fire or to the infernal planes.



Coal, Blood-Red, Hades 2,000 6,000 2121-147
Coal, Warmth 1,000 7,500 DRAG030-37

Coat

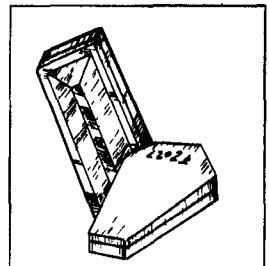
A coat is an outer garment with sleeves. A coat wraps all the way around its wearer and is secured with ties, hooks, or buttons. Coats often have hoods that can be pulled up over the head for extra warmth and protection from the elements. Coats are commonplace items, often made from animal hides, plant fiber, or cloth,



Coat, Arnd's Invulnerable	Relic	47,500	2011-158
Coat, Protection +1	1,000	10,000	<i>new item</i>
Coat, Protection +2	2,000	20,000	<i>new item</i>
Coat, Protection +3	3,000	30,000	<i>new item</i>
Coat, Seas, of the	400	2,000	1072-78

Coffin

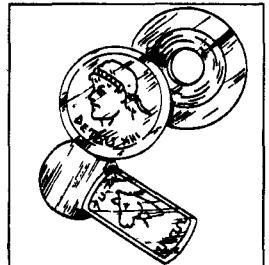
Coffins, are wooden or metal boxes measuring between three to nine feet long, and one to six feet wide. They are designed to house the dead when they return to the soil in their final resting place. Most non-magical coffins are intended to last for only a few years, and they do not to protect the body from the elements or from scavengers.



Coffin, Creation 10,000 100,000 DUNG021-36

Coin

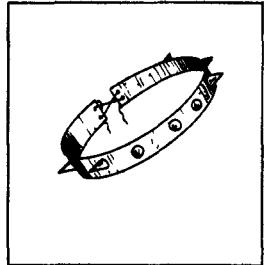
Coins are pieces of metal that are stamped or engraved with an official insignia (and often a face value) that certifies the metal piece is valuable and can be accepted in trade for goods and services. Coins are often stamped with intricate patterns to make counterfeiting very difficult. (Each country has its own coins and its own laws regarding counterfeiting.)



Coin, Almor	—	500	2023-078
Coin, Eight Diagram	400	4,000	2018-134
Coin, Equus	600	6,000	DUNG022-34

Collar

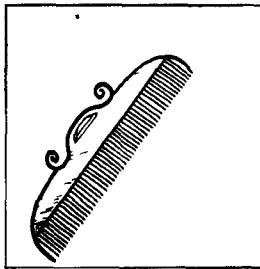
Collars usually are simple bands of leather or metal worn around the neck. Collars used as jewelry are ornate and often gem-studded. Many magical collars, however, are quite different. Each appears to be a simple rag, often dirty but never tattered. A collar must be tied about the neck to activate its magical effects.



Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Collar, Change	4,000	20,000	WGA3-57	Collar, Charisma	250	1,500	AC04-025
Collar, Charisma	500	3,000	AC04-025	Collar, Disguise	3,000	17,500	<i>new item</i>
Collar, Disguise	—	2,500	<i>new item</i>	Collar, Displacement	1,000	10,000	<i>new item</i>
Collar, Displacement	2,000	20,000	<i>new item</i>	Collar, Poisonousness	3,000	30,000	<i>new item</i>
Collar, Poisonousness	4,000	40,000	<i>new item</i>	Collar, Protection +1	5,000	50,000	<i>new item</i>
Collar, Protection +1	1,000	10,000	<i>new item</i>	Collar, Protection +2	1,000	10,000	<i>new item</i>
Collar, Protection +2	2,000	20,000	<i>new item</i>	Collar, Protection +3	3,000	30,000	<i>new item</i>
Collar, Protection +3	4,000	40,000	<i>new item</i>	Collar, Protection +4	5,000	50,000	<i>new item</i>
Collar, Protection +4	—	1,000	<i>new item</i>	Collar, Protection +5	—	1,200	<i>new item</i>
Collar, Protection +5	1,000	5,000	2023-078	Collar, Shielding	—	—	AC04-025
Collar, Shielding	—	—	AC04-025	Collar, Stiffness	—	—	AC04-025
Collar, Stiffness	—	—	2023-078	Collar, Strangling	—	—	2023-078
Collar, Strangling	—	—	2023-078	Collar, Tusmit	—	—	2023-078

Comb

A comb is a small strip of bone, wood, or metal that has a row of teeth on one edge. When raked through the hair, the comb removes tangles, and can be used to rearrange the hair in whatever fashion is desired.

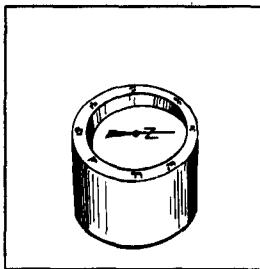


Comb, Korrigans

Relic 65,000 1021-57

Compass

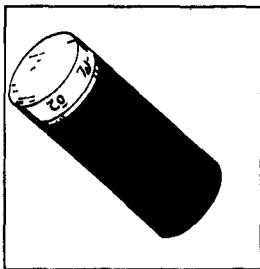
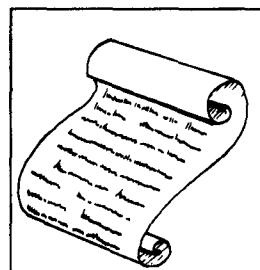
A normal compass is an instrument used to determine direction. A magnetized needle floats above a face plate which is usually marked in 4, 16, 64, or 360 segments. No matter how the compass is turned, the needle always points toward magnetic north. Magical compasses also unerringly point toward whatever object or force to which they are attuned, but they do not always have a plate and needle.



Compass, Elemental, Air	10,000	50,000	2121-136
Compass, Elemental, Earth	10,000	50,000	2121-136
Compass, Elemental, Fire	10,000	50,000	2121-136
Compass, Elemental, Water	10,000	50,000	2121-136
Compass, Magic	1,000	10,000	DRAG073-40

Container

A container is a scroll tube, box, or case designed to protect its contents from water or air. Watertight containers also tend to be very buoyant, so they will not sink and be lost if accidentally dropped into the water.

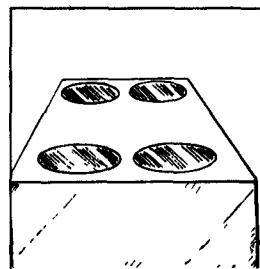
Container, Airtight
Container, Watertight— 25-100 *new item*
— 25-100 LC4-36

Contract, Nepthas

1,000 5,000 2121-135

Cooker

Cookers are devices for preparing hot foods in a controlled manner. The normal cooker has a cubic base, which houses the device's working parts, and four metal discs top where pots and pans are heated. The cooker is powered by a *wand of lightning*.

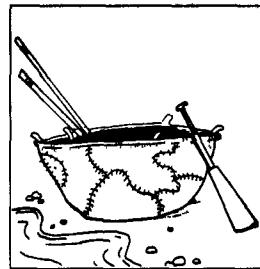


Cooker, Electric

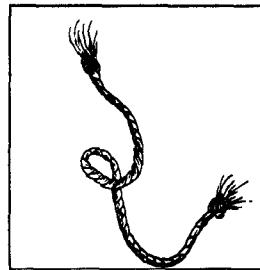
1,250 3,000 AC11-040

Coracle

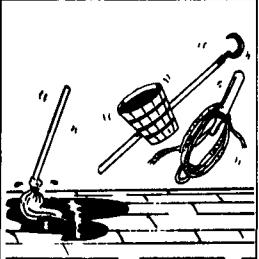
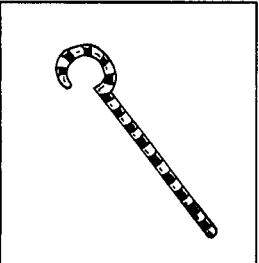
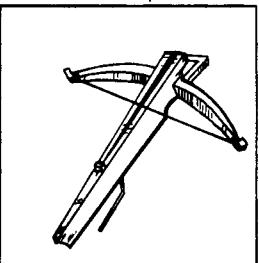
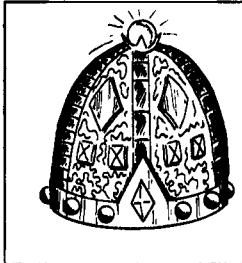
A coracle is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a coracle is "currach," (see page 49).

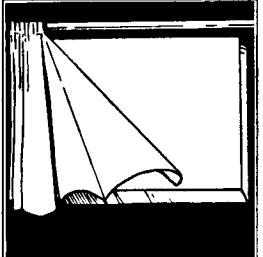
Coracle, Blue Fires
Coracle, Folding300 1,500 CB2-029
1,200 5,000 FR02-63**Cord**

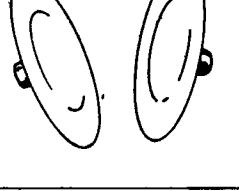
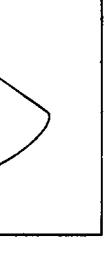
A cord is made of several braided and woven strands of fibers twisted together into one long piece. Basically nothing more than thick string, or strong yarn, cord sees the same uses as rope, but is generally weaker and is used in less demanding circumstances. See the Rope entry (page 120) for more information and more magical options.

Cord, Climbing
Cord, Constriction
Cord, Ekbir +1
Cord, Entanglement
Cord, Kybal's1,000 10,000 2100-178
— 1,000 2100-178
450 4,500 2023-088
1,250 12,000 2100-179
750 1,000 FR04-44

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Cordial				Coverlet			
<p>A cordial is a sweet, aromatic liqueur that is often used as an after-dinner draft. Sipped, not guzzled or quaffed, cordials are often used to invigorate. (This effect is especially desired, as eating a large meal tends to make some people drowsy.) Cordials, even non-magical varieties, give the drinker a brief feeling of warmth.</p>				<p>Coverlets are lacy, delicately designed covers for beds. Erroneously called bed spreads, there is a definite difference between the two articles. Bed spreads are articles that serve a dual function of beauty and warmth. Coverlets, on the other hand, are light articles used exclusively to improve the decor of the bedchamber.</p>			
Cordial, Dryad, of the	100	1,000	POLY019-30	Coverlet, Blending	3,500	35,000	2100-177
Coronet				Coverlet, Warmth, Silk	1,000	7,500	POLY043-22
<p>A coronet is a small crown (see page 48) that is worn by noblemen. Coronets often are adorned in jewels, gold, and other precious substances, however, coronets are never as lavish as the crowns worn by the great nobles, dukes, kings, and emperors.</p>				Cowl			
Coronet, Communication	2,000	20,000	DRAG132-22	<p>Cowls are loose outer garments used to protect the head and shoulders from the effects of weather; some cowls, however are as long as cloaks. Long cowls have wide, loose sleeves that leave enough room to wear armor underneath. Cowls are a favorite garment for monks, who prefer them for their simplicity and utility.</p>			
Coronet, MacIntyre	1,500	15,000	LC1-16	Cowl, Protection +1	1,000	10,000	new item
Coronet, Reviving	1,000	5,000	AC04-021	Cowl, Protection +2	2,000	20,000	new item
Coronet, Walking	600	3,000	AC04-021	Cowl, Warding	9,000	50,000	1060-114
Cot				Cradle			
<p>When rolled up and put away, cots look like a set of poles wrapped in a tough canvas or hide sheet. When unrolled and unfolded, the canvas spans the poles and forms a suspended bed. Not exactly comfortable by any standard, the cot does, however, suspend the user above the cold ground.</p>				<p>Cradles are small beds or cots built especially for infants. They often are built with rockers, so the parents can quietly swing the cradle back and forth to sway the baby to sleep. Many cradles have a framework of bars and supports to keep the child from falling out and injuring himself.</p>			
Cot, Entrapment	—	1,200	AC04-025	Cradle & Nursery,	1,500	12,000	AC11-012
Cot, Restlessness	—	1,000	AC04-026	Blashphor's Ever-Vigilant Baby	1,500	12,000	AC11-012
Cot, Suspension	1,000	10,000	AC04-026	Crescent			
Couch				<p>The battle crescent is a horrid tool of war banned in many countries. Often rusty, unoiled, and carrying the blood of age-old slaughterers, a crescent looks something like a sickle, but serves no purpose except to massacre an enemy's army. The crescent's statistics are: Weight 12 lbs., Size L, Type S, Speed Factor 9, Damage 1d12/1d10.</p>			
<p>A couch is a piece of furniture used to seat two to four individuals. Often styled in bright, lavish colors, couches have heavily padded arms at either end, a padded back and a series of padded seat cushions. The seat cushions can be removed to allow the owner to easily clean food crumbs or to retrieve articles lost under the cushions.</p>				<p>Crescent, Battle, Sharpness</p>			
Couch, Shrinking	—	1,200	DRAG073-36	Crescent, Battle, Tusmit's	7,000	35,000	new item
				Crescent, Battle, Vorpal	1,000	18,000	2023-086
					10,000	50,000	new item

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Crew							
							
Crew, Unseen Ship	1,000	10,000	1072-89	Crossbow	1,500	7,500	101 3-58
Crook							
							
Crook, Pharaoh's	Relic	P	HWR2-d38	Crossbow, Extinguishing	1,000	12,000	1013-58
Crossbow							
							
Crossbow, Accuracy +1	800	4,000	2100-083	Crossbow, Finding	1,000	3,500	1013-58
Crossbow, Accuracy +2	1,300	8,000	2011-125	Crossbow, Flaming	1,000	7,500	1013-58
Crossbow, Accuracy +3	2,000	12,000	2011-125	Crossbow, Flying	1,000	7,500	1013-58
Crossbow, Accuracy +4	3,000	16,000	2011-125	Crossbow, Healing	5,000	40,000	1013-58
Crossbow, Angling	750	7,500	PHBR2-107	Crossbow, Hiding	1,500	7,500	1013-58
Crossbow, Breathing	2,500	12,500	1013-58	Crossbow, Holding	2,000	10,000	1013-58
Crossbow, Charming	1,000	7,000	1013-58	Crossbow, Levitation +1	1,500	7,000	DRAG127-29
Crossbow, Cursed -1	—	1,000	<i>new item</i>	Crossbow, Lighting	400	3,000	1013-58
Crossbow, Cursed -2	—	2,000	<i>new item</i>	Crossbow, Lightning	4,000	30,000	1013-58
Crossbow, Cursed -3	—	3,000	<i>new item</i>	Crossbow, Lir +3	2,000	10,000	DRAG127-29
Crossbow, Deceiving	1,000	5,000	1013-58	Crossbow, Pedal	80	800	AC11-090
Crossbow, Defending	2,000	10,000	1013-58	Crossbow, Silencing	1,000	5,000	1013-58
Crossbow, Deflecting	1,500	7,500	1013-58	Crossbow, Slicing	7,000	35,000	1013-58
Crossbow, Distance +1	1,500	7,500	2100-083	Crossbow, Slowing	1,000	7,000	1013-58
Crossbow, Distance +2	3,000	15,000	2003-47	Crossbow, Speed +1	1,500	7,500	2100-083
Crossbow, Distance +3	4,500	22,500	<i>new item</i>	Crossbow, Speed +2	3,000	15,000	1013-58
Crossbow, Distance +4	6,000	30,000	<i>new item</i>	Crossbow, Speed +3	4,500	22,500	2003-47
Crossbow, Distance +5	7,500	37,500	<i>new item</i>	Crossbow, Speed +4	6,000	30,000	<i>new item</i>
Crossbow, Draining	1,500	7,500	1013-58	Crossbow, Speed +5	7,500	37,500	<i>new item</i>
Crossbow, Enchantment	1,500	7,500	DRAG127-29	Crossbow, Summoning	3,000	15,000	1013-58
Crown							
							
Crown, Aerdy Black	—	2,000	2023-077	Crown, Emperor's	8,500	85,000	2108-141
Crown, Blackmoor	—	80,000	2023-078	Crown, Imperium	2,000	25,000	IMAG 012-38
Crown, Cobra	1,000	10,000	2006-50	Crown, Iron, Bandit Kingdoms	3,000	35,000	2023-081
Crown, Corruption	4,000	80,000	GAZ1 3-63	Crown, Leadership	1,500	15,000	AC04-026
Crown, Dark	2,000	20,000	REF5-87	Crown, Might, Evil	Relic	50,000	2011-157
Crown, Emperor's	2,000	25,000		Crown, Might, Good	Relic	50,000	2011-157
Crown, Imperium	3,000	35,000		Crown, Might, Neutrality	Relic	50,000	2011-157
Crown, Iron, Bandit Kingdoms	1,500	15,000		Crown, Naga	6,000	45,000	1060-117
Crown, Leadership	1,500	15,000		Crown, Osiris	1,200	12,000	2006-02
Crown, Might, Evil	Relic	50,000		Crown, Rulership	1,500	15,000	AC04-026
Crown, Might, Good	Relic	50,000		Crown, Sorona	12,000	120,000	X13-61
Crown, Might, Neutrality	Relic	50,000		Crown, Souls	Relic	75,000	RA1-14
Crown, Naga	6,000	45,000		Crown, Veluna, Silver	2,000	22,500	2023-083
Crown, Osiris	1,200	12,000		Crown, Velvet	2,500	10,000	1060-120
Crown, Rulership	1,500	15,000		Crown, Void, of the	4,000	40,000	SJR1-77
Crown, Sorona	12,000	120,000		Crown, Yarus	1,000	5,000	DL08-031
Crown, Souls	Relic	75,000					
Crown, Veluna, Silver	2,000	22,500					
Crown, Velvet	2,500	10,000					
Crown, Void, of the	4,000	40,000					
Crown, Yarus	1,000	5,000					

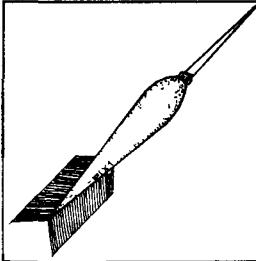
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Crucible				Cudgel			
<p>A crucible is a metallic or ceramic vessel used for heating substances to very high temperatures. They can be used to heat rooms, but braziers are more often used for this purpose, since crucibles can get too hot. Crucibles are most often used to melt metals.</p>				<p>A cudgel is a heavy, stout, stick used in a manner much like a club. Cudgels often have a thin shaft with a round or hammer-shaped knot at one end. See the Club entry (page 45) for more magical versions of the cudgel.</p>			
Crucible, Al'Kir, Silver	1,200	6,000	CN3-037	Cudgel +1	600	3,000	<i>new item</i>
Crucible, Melting	1,000	5,000	2121-135	Cudgel +2	900	4,500	<i>new item</i>
Crystal				Cup			
<p>A crystal is a clear, transparent chunk of mineral or glass. Crystals can be any color, but soft, transparent colors are the most common types. Nonmagical crystals are believed to enhance a person's life by focusing personal energies. Magic crystals, however, serve to focus the magical abilities of wizards and priests.</p>				<p>A cup is an open container, generally made of metal, glass, crystal, or china. A cup usually has one handle and is used to drink hot beverages—usually coffee or tea. A cup can be almost any size, but the usual capacity ranges from a few ounces to one pint. A Chalice (see page 41) is simply a metal cup without a handle.</p>			
Crystal, Awareness	2,500	20,000	DRAG132-22	Cup, Al'Akbar	Relic	85,000	I9-20
Crystal, Death Scrying	1,000	5,000	CM8-027	Cup, Leomund's	1,800	18,000	DRAG028-31
Crystal, Ebon Flame	Relic	75,000	2011-157	Cup, Poisonousness	—	1,000	<i>new item</i>
Crystal, Warning	20	200	POLY036-27	Currach			
Cube				<p>A currach is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a currach is "coracle," (see page 46).</p>			
<p>A magical cube is a small object from one-half to one inch across. It may be made of wood, stone, metal, glass, or bone. There are no markings on it. Magical effects are produced either by using a command word or by pushing on one of its six sides.</p>				<p>Currach, Elysium</p>			
Cube, Abilities	1,000	5,000	AC04-026	Currach, Elysium	2,000	6,000	2121-147
Cube, Black Onyx, Acheron	2,000	6,000	2121-148	Curtain			
Cube, Bullion	800	4,000	AC04-026	<p>A curtain is a piece of fabric that is hung over a window to keep light and prying eyes out of a room. They are generally hung with a series of rings on a metal rod mounted on an interior wall. Curtains are also used to partition rooms, reduce drafts, and provide privacy.</p>			
Cube, Cooling	900	4,500	DRAG073-36				
Cube, Cubic Foot	1,000	5,000	AC04-027	Curtain, Scenery	1,000	10,000	AC04-027
Cube, Cubic Yard	1,200	6,000	AC04-027	Curtain, Spying	1,800	18,000	AC04-027
Cube, Disabilities	—	700	AC04-026	Normal Missiles +1			
Cube, Force	3,000	20,000	2100-165	Normal Missiles +2			
Cube, Frost Resistance	2,000	14,000	2100-165	Normal Missiles +3			
Cube, Glow	800	8,000	DRAG030-37	Normal Missiles +4			
Cube, Ice	700	7,000	AC04-027	Normal Missiles +5			
Cube, Luck	1,500	15,000	AC04-027	Normal Missiles +6			
Cube, Protection versus				Normal Missiles +7			
Normal Missiles +1	500	1,500	<i>new item</i>	Normal Missiles +8			
Cube, Silver, Twin Paradises	2,000	6,000	2121-147	Normal Missiles +9			
Cube, Sounding	1,000	5,000	DRAG073-37	Normal Missiles +10			
Cube, Sweetness	500	2,500	AC04-027	Normal Missiles +11			

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Cushion				Cymbal			
	A cushion is a soft pillow used for prolonged sitting, kneeling, or reclining. Cushions generally are made of cloth or leather and filled with feathers, felt, straw, or animal hair. They are placed on chairs and couches to make them more comfortable. Some cultures dispense with furniture and put cushions directly on the floor.				Cymbals are brass or bronze plates that produce a loud, sharp ringing sound (also known as a crash) when struck together. Cymbals have a handle in the center that enables the user to grasp the cymbal without dulling the sound. Constant use of cymbals (2d4 minutes) tends to irritate any creature within 50' of the user.		
Cushion, Regeneration	4,000	40,000	POLY043-21	Cymbal, Crashing	1,000	10,000	AC04-027
	A cutlass is a heavy, narrow sword with a curved blade. The curved blade gives the sword more cutting power. Magical cutlasses are very rare and are highly prized. See the Dagger (this page), Scimitar (page 123) and Sword (page 137) entries for more information and magical options.			Cymbal, Symbols	1,200	12,000	AC04-027
Cutlass				Dagger			
	Cutlass +1	400	2,000	new item			
	Cutlass +2	800	4,000	new item			
	Cutlass +3	1,400	7,000	new item			
	Cutlass +4	2,000	10,000	new item			
	Cutlass, Blackjammer's	300	3,000	DRAG159-18			
	Cutlass, Golden Gulf +1	800	4,000	DRAG179-67			
Cutlery				Dagger +1	150	750	1011-42
	Cutlery refers to the knives used in preparing, serving, and eating food. Generally, cutlery is not used for fighting; however, their blades can be dangerous. Treat a piece of cutlery as a knife (1d3 points of damage), when used in combat. Magical cutlery never gives "to hit" bonuses in combat.			Dagger +2	300	1,500	1011-42
Cutlery, Courteous Manners	300	3,000	DRAG073-38	Dagger +3	450	2,250	1011-42
	Cyclocone			Dagger +4	600	3,000	1011-42
	Appearing as an ordinary pointed hat, this magical device radiates a dim Evocation dweomer. Any mage possessing the item can cause its power to function by pointing the small end toward the ground and tossing the cyclocone forward with a spinning motion. This creates a magical whirlwind. The cyclocone is not reusable.			Dagger +5	750	3,750	1011-42
Cyclocone	300	1,500	2017-098	Dagger, Alcoholic Beverage			
				Detection +3	600	3,000	new item
				Dagger, Alignment Detection	100	600	DRAG091-62
				Dagger, Armor Piercing +1	750	7,000	POLY047-26
				Dagger, Armor Piercing +2	1,000	9,500	POLY047-26
				Dagger, Armor Piercing +3	1,500	12,000	new item
				Dagger, Banishing +1	2,500	12,500	DRAG169-88
				Dagger, Banishing +2	4,500	22,500	DRAG169-88
				Dagger, Blackflame +2	27,000	175,000	GAZ08-20
				Dagger, Breathing	2,500	12,500	1013-58
				Dagger, Charming	1,000	7,000	1013-58
				Dagger, Chill Blade	2,000	10,000	DRAG169-90
				Dagger, Deceiving	1,000	5,000	1013-58
				Dagger, Defending	2,000	10,000	1013-58
				Dagger, Defiance	3,500	17,500	DRAG169-90
				Dagger, Deflecting	1,500	7,500	1013-58
				Dagger, Dolphin +1/+2	800	10,000	DRAG048-85
				Dagger, Doomwarding +1	4,000	20,000	DRAG169-90
				Dagger, Dragonfang +1	3,000	15,000	DRAG169-90
				Dagger, Draining	1,500	7,500	1013-58
				Dagger, Elven +1	100	1,000	DUNG017-30
				Dagger, Elven +2	150	1,300	DUNG017-30
				Dagger, Elven +3	200	1,600	DUNG017-30
				Dagger, Evil Eye	—	1,000	DRAG179-67
				Dagger, Extinguishing	1,500	7,500	1013-58
				Dagger, Fang	2,500	7,500	DRAG169-90
				Dagger, Finding	1,000	12,000	1013-58
				Dagger, Flaming	1,000	3,500	1013-58
				Dagger, Flying +1	1,500	7,500	1060-115
				Dagger, Flying +2	3,000	15,000	1060-115
				Dagger, Grimwald's +1	2,500	7,500	DRAG169-90

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Dagger, Healing	5,000	40,000	1013-58	Dart +1	150	750	<i>new item</i>
Dagger, Hiding	1,500	7,500	1013-58	Dart +2	300	1,500	<i>new item</i>
Dagger, Holding	2,000	10,000	1013-58	Dart +3	450	2,250	<i>new item</i>
Dagger, Hornblade +1	750	2,000	2017-105	Dart +4	600	3,000	<i>new item</i>
Dagger, Hornblade +2	1,500	4,000	2017-105	Dart +5	750	3,750	<i>new item</i>
Dagger, Hornblade +3	2,250	6,000	2017-105	Dart, Accuracy +1	300	1,500	<i>new item</i>
Dagger, Illusory Metal	1,000	3,000	LNA3-51	Dart, Accuracy +2	450	2,000	<i>new item</i>
Dagger, Impaling +1	150	1,500	PHBR2-107	Dart, Blinding	200	800	FOR2-81
Dagger, Impaling +2	300	3,000	PHBR2-107	Dart, Branding	200	1,500	FR04-61
Dagger, Impaling +3	450	4,000	<i>new item</i>	Dart, Death	3,000	30,000	CM8-027
Dagger, Invisible	1,000	5,000	DRAG169-90	Dart, Homing +1	250	2,500	2100-083
Dagger, Jump	2,000	10,000	DRAG169-90	Dart, Homing +2	350	3,500	2100-083
Dagger, Koalinth +1/+3	100	1,000	DRAG048-12	Dart, Homing +3	450	4,500	2100-083
Dagger, Larger than Man-Sized +1	250	2,000	2011-125	Dart, Homing +4	550	5,500	<i>new item</i>
Dagger, Lighting	400	3,000	1013-58	Dart, Homing +5	650	6,500	<i>new item</i>
Dagger, Longtooth +2	250	2,500	2100-083	Dart, Hornets' Nest +1	750	7,500	2017-098
Dagger, Magius +3	1,000	5,000	2021-097	Dart, Hornets' Nest +2	1,500	15,000	2017-098
Dagger, Mervic's +2	900	4,000	POLY043-20	Dart, Hornets' Nest +3	2,250	22,500	2017-098
Dagger, Quickness +2	500	2,500	DRAG179-67	Dart, Hornets' Nest +4	3,000	30,000	2017-098
Dagger, Quickness +3	750	3,500	<i>new item</i>	Dart, Hornets' Nest +5	3,750	37,500	2017-098
Dagger, Quickness +4	1,000	4,500	<i>new item</i>	Dart, Light	20	75	POLY047-26
Dagger, Random-Target +2	200	1,000	DRAG134-43	Dart, Screaming	100	500	FOR2-81
Dagger, Resource +2	500	5,000	PHBR2-107	Dart, Silencing	300	1,000	FOR2-81
Dagger, Resource +3	500	5,000	PHBR2-107	Dart, Spark	60	230	SJR1-81
Dagger, Resource +4	500	5,000	PHBR2-107	Dart, Spider	400	1,200	FOR2-82
Dagger, Returning, Throwing	500	2,000	POLY047-26	Dart, Stunning	200	800	FOR2-81
Dagger, Rust +1	1,000	5,000	DRAG169-92	Dart, Vapors	200	800	FOR2-82
Dagger, Set, of +2	2,000	10,000	FR10-85				
Dagger, Silencing	900	4,000	1013-58				
Dagger, Slicing	900	40,000	1013-58				
Dagger, Slowing	500	3,500	1013-58				
Dagger, Smaller than Man-Sized +1/+2	100	750	2011-125				
Dagger, Sounding +1	300	3,000	PHBR2-108				
Dagger, Speaking +4	1,500	7,500	DRAG169-92				
Dagger, Speeding	1,500	7,500	1013-58				
Dagger, Spider Fang +1	1,000	5,000	DRAG169-92				
Dagger, Spider Fang +2	1,500	7,500	DRAG169-92				
Dagger, Spider Fang +3	2,000	10,000	DRAG169-92				
Dagger, Throwing +1	250	2,500	2100-083				
Dagger, Throwing +2	350	3,500	2100-083				
Dagger, Throwing +3	450	4,500	2100-083				
Dagger, Throwing +4	550	5,500	2100-083				
Dagger, Throwing +5	650	6,500	2017-105				
Dagger, Translating	900	7,000	1013-58				
Dagger, Venom +1	350	3,000	2100-083				
Dagger, Venom +2	700	6,000	2100-083				
Dagger, Venom +3	1,250	9,000	2100-083				
Dagger, Watching	2,000	6,000	1013-58				
Dagger, Wishing	2,200	11,000	1013-58				

Dart

A dart is a small missile that either is hurled by hand or fired from a blowgun. Blowgun darts are tiny, usually no more than a few inches long; hand-hurled darts usually are nine to 14 inches long. Both types are equipped with feathers to keep them stable in flight, but they are not interchangeable.

**Decanter**

Decanters are decorative bottles used to serve fine drinks. Usually filled with wine, sparkling water, or other rare nectars, decanters are found in any rich home. They have richly-sculpted handles that are used to pour the drinks, as touching the decanter itself can warm the drink too much.

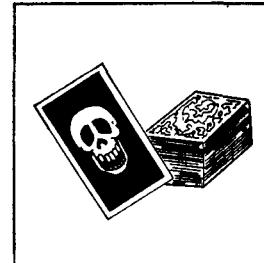


Decanter, Endless Water

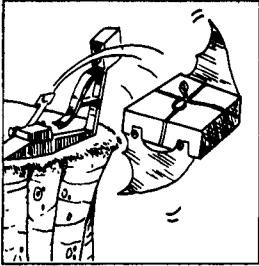
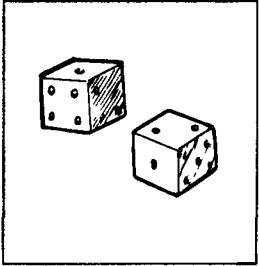
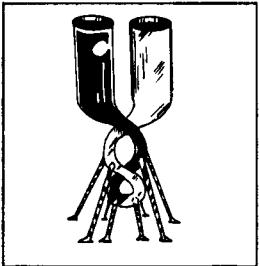
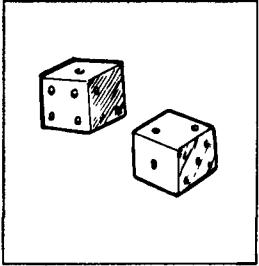
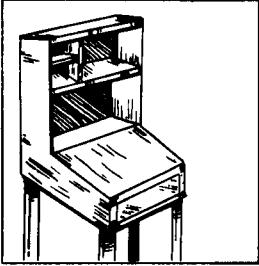
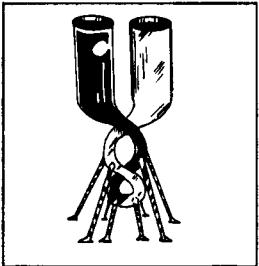
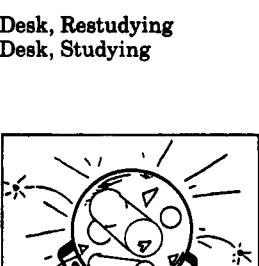
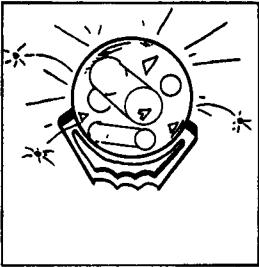
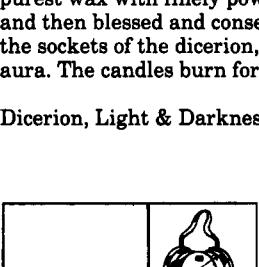
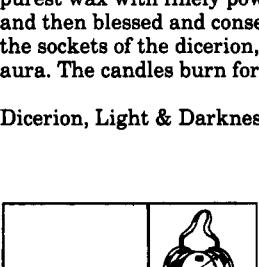
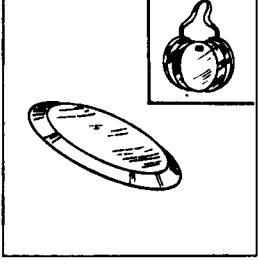
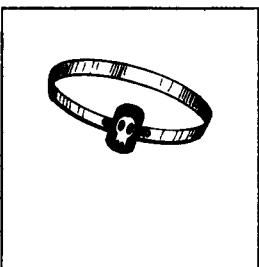
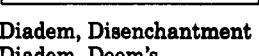
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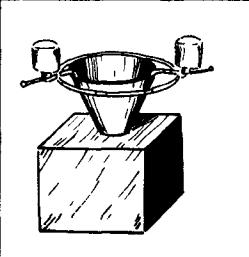
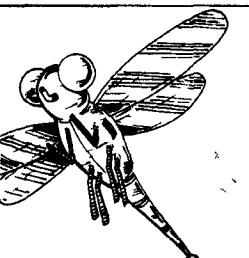
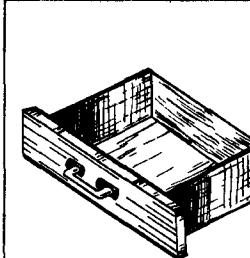
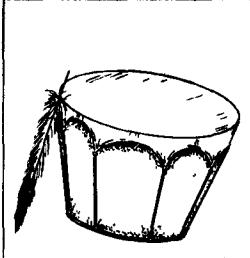
Deck

A magical deck is a pack of rectangular playing cards, either 10 (small) or 20 (large) in number. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. The cards may be as small as 1" x 2" or as large as 1' x 2'. All card decks are hand made and extremely rare in a medieval setting.



Deck, Daffy	600	1,800	AC04-028
Deck, Decking	700	2100	AC04-028
Deck, Fate	3,000	30,000	DRAG026-24
Deck, Illusions	1,500	15,000	EX1-30
Deck, Many Things	—	10,000	2100-166
Deck, Quarter	1,200	12,000	AC04-028
Deck, Sun	1,500	15,000	AC04-028
Deck, Tracer	2,000	20,000	AC04-028
Deck, Wondrous Power	2,000	20,000	AC04-028

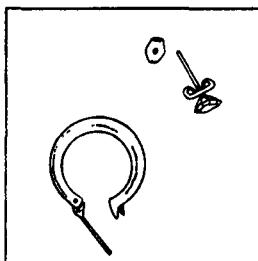
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page		
Delivery Service									
	This gnomish delivery system consists of small trading posts equipped with catapults, launching ramps, and square wooden wings. When a delivery is needed, the gnomes fasten the wings to the merchandise, load the whole thing on a catapult and launch it to the next trading post. Upon arrival, a large cloth opens above the merchandise and softens its fall.	1/mile	3/mile	AC11-091		Dice	Dice are finely crafted ivory, bone, wood, or stone cubes. The sides generally are marked with numbers from one to six. Dice often are used in pairs for gambling; they are shaken in the hand or in a cup and thrown onto the floor or table. Many gambling establishments have wizards on staff to thwart the use of magical dice.		
Delivery Network, Express									
	Dice, Chancelessness	500	5,000	FR10-83		Dice, Gainful Gaming	1,000	5,000	DRAG073-39
Desk									
	A desk is a piece of furniture, almost always made of wood, used for studying, working, writing, or reading. They have broad, level writing surfaces as well as drawers and compartments to store paper, writing utensils, books, and ink. Magical desks generally help their users read, study, gain spells, or use general skills and proficiencies related to the Intelligence attribute.	700	7,000	AC04-029		Dicerion	Dicerions are priestly and clerical candle holders with two branches made of specially alloyed metal. One branch is silver and mithril, the other is iron and adamantite, as dark and dead-looking as the first is bright and glittering. The branches intertwine to form a twisting stem of intermittent bright and dull bands. The base is likewise formed by alternating projections of the silver and ebon spreading to form eight legs. The dicerion is one foot tall, half as broad, and weighs four pounds. Although the		
	7,000	70,000	AC04-029	700	7,000	AC04-029	and weighs four pounds. Although the		
Device									
	The device described here is a creation of the arcane, who use it to create portals through the crystal shell between the phlogiston and wildspace. It functions in the exact same way as the wizard spell <i>create portal</i> , but does not require the presence of a mage.	1,000	10,000	1049b-47		Dicerion, Light & Darkness	2,500	25,000	2017-99
Device, Passage									
	Dicerion, Light & Darkness	2,500	25,000	2017-99		Disc/Discus	Discs are round, flat objects found singularly or in groups. Their enchantments often are unusual or unique.		
Diadem									
	Diadems are symbolic headgear worn as a symbol of power or prestige. A diadem is usually made of metal or specially colored cloth. Those found wearing or possessing a special diadem without the proper authorization or title are arrested. For more information and magical options, see the Crown entry on page 48.	1,000	7,500	CM8-027	Disc, Disenchantment	500	5,000	SJR 1-78	
	1,000	7,500	CM8-027	Discus +1	100	500	new item		
Diadem, Disenchantment	7,500	15,000	DLR1-80	Discus +2	200	1,000	new item		
Diadem, Doom's				Discus +3	300	1,500	new item		
				Discus +4	400	2,000	new item		
				Disc, Azure Sea	1,000	10,000	2023-078		
				Disc Driftdisc	3,000	15,000	FOR2-76		
				Disc, Mishakal	700	7,000	8446-071		

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Disposal							
The disposal is a wooden box, three feet on a side, lined with stone and topped with a metal funnel. The funnel is made of a dull black metal; it is two feet across at the top and one foot in diameter at its base. The lip of the funnel is painted a bright red where it attaches to the box.							
Door							
Doors are usually made of wood with metal or leather fittings. Some doors have locks; most have hinges (either metal or leather), door knobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors might do nearly anything; some do not even look like doors.							
Door, Back	3,000	15,000	AC04-029	Door, Bass	3,000	30,000	POLY023-23
Door, Black Crystal	Relic	P	2006-59	Door, Deafening	—	500	2100-167
Door, Disappearance	3,000	15,000	AC04-029	Door, Native	100	1,000	AC04-030
Door, Displacement	3,000	15,000	AC04-029	Door, Panic	6,500	35,000	2100-167
Door, Front	3,000	15,000	AC04-030	Door, Picnic	650	3,500	POLY056-16
Door, Guarding	3,000	15,000	AC04-030	Door, Silence	700	7,000	AC04-030
Door, Nadrun's Type #01	3,000	15,000	DRAG106-23	Door, Snare	200	2,000	POLY023-23
Door, Nadrun's Type #02	3,000	15,000	DRAG106-23	Door, Thunder	1,300	13,000	2018-134
Door, Nadrun's Type #03	3,000	15,000	DRAG106-23	Dust			
Door, Nadrun's Type #04	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #05	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #06	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #07	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #08	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #09	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #10	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #11	3,000	15,000	DRAG106-23	Dragonfly			
Door, Nadrun's Type #12	3,000	15,000	DRAG106-23	Dragonfly			
Door, Revolving	3,000	15,000	AC04-030	Dragonfly			
Door, Teleportation, Greater	4,500	22,500	AC04-029	Dragonfly			
Door, Teleportation, Lesser	3,000	15,000	AC04-029	Dragonfly			
Door, Terror	3,000	15,000	AC04-030	Dragonfly			
Dragonfly							
This invention looks like a giant metallic dragonfly. It has four large insect-like wings on the top, a large round body, a long tail, and six legs to support the whole. The construct's body is hollow and can be accessed through two large openings on each side. Two crystal semi-spherical canopies bulge out in the front at the location of the "eyes." A large metal tube sticks out of the mouth.							
Drawer							
A drawer is a rectangular or square compartment. A handle is usually placed on the front of a drawer so that it can be easily slid out from its holder. Drawers are very useful for holding objects that one does not wish to display openly. Drawers are generally made out of wood, but metal or pressed paper varieties are also made.							
Drawer, Easy Retrieval	1,000	10,000	DRAG073-37	Drawer			
Drawer, Holding, 100 lbs	2,000	10,000	new item	Drawer			
Drawer, Holding, 200 lbs	4,000	20,000	new item	Drawer			
Drawer, Holding, 300 lbs	6,000	30,000	new item	Drawer			
Drum							
A drum is a musical percussion instrument that consists of a hollow body open at one or both ends. The openings are covered with a tightly stretched membrane, usually an animal skin. Sound is produced when the membrane is struck with the hand or a blunt object. The body may be made of nearly any material but is most often wood or metal.							
Drum, Bass	3,000	30,000	POLY023-23	Drum			
Drum, Deafening	—	500	2100-167	Drum			
Drum, Native	100	1,000	AC04-030	Drum			
Drum, Panic	6,500	35,000	2100-167	Drum			
Drum, Picnic	650	3,500	POLY056-16	Drum			
Drum, Silence	700	7,000	AC04-030	Drum			
Drum, Snare	200	2,000	POLY023-23	Drum			
Drum, Thunder	1,300	13,000	2018-134	Drum			
Dust							
Magical dust is a dry, powdery substance. It is normally found in a metal, bone, or wooden tube, two to six inches long. The user blows into one end of the tube, aiming the other end at a target. The dust forms a cone 30 feet long and 10 feet wide at the far end. The dust also can be carefully shaken out to cover a particular creature or object.							
Dust, Absorption	250	1,500	AC04-31	Dust			
Dust, Adhering	200	1,000	AC04-31	Dust			
Dust, Allergy	100	500	AC04-31	Dust			
Dust, Appearance	1,000	4,000	2100-167	Dust			
Dust, Black Veil	1,000	5,000	2121-137	Dust			
Dust, Blandness	250	500	LNA3-52	Dust			
Dust, Blending	1,250	5,000	DUNG017-30	Dust			
Dust, Blinding	2,000	7,500	7014-45	Dust			
Dust, Coagulation	500	2,500	2121-127	Dust			

Name	EP	Cost	Book/Page
Dust, Comeliness	500	900	LNA3-52
Dust, Cure Nausea	100	200	DRAG130-39
Dust, Decoy	1,000	8,000	AC04-31
Dust, Delousing	100	200	DRAG163-24
Dust, Disappearance	2,000	8,000	2100-167
Dust, Dryness	1,000	4,000	2100-167
Dust, Dullness	250	500	WG5-25
Dust, Faerie	500	1,000	POLY059-26
Dust, Feather	250	500	AC04-31
Dust, Fertilization	1,000	5,000	DRAG030-36
Dust, Fire	1,000	2,000	7014-46
Dust, Flying	500	750	2100-142
Dust, Fodder (per pinch)	200	1,000	DRAG178-19
Dust, Forgetfulness	1,500	4,000	DRAG099-50
Dust, Friendship	300	900	DRAG130-39
Dust, Illusion	1,000	5,000	2100-167
Dust, Itching	100	200	DRAG119-19
Dust, Leech	1,000	2,500	DRAG005-07
Dust, Lotus, Black	500	2,500	DRAG121-28
Dust, Lotus, Blue	500	2,500	DRAG121-28
Dust, Lotus, Brown	500	2,500	DRAG121-28
Dust, Lotus, Gray	500	2,500	DRAG121-28
Dust, Lotus, Green	500	2,500	DRAG121-28
Dust, Lotus, Purple	500	2,500	DRAG121-28
Dust, Lotus, Red	500	2,500	DRAG121-28
Dust, Lotus, Yellow	500	2,500	DRAG121-28
Dust, Magic Detection	1,000	5,000	2121-127
Dust, Mind Dulling	1,000	5,000	2121-136
Dust, Opposition	100	500	AC04-31
Dust, Paralyzation	500	2,500	DRAG002-29
Dust, Purification	300	900	DRAG002-29
Dust, Repellent, Insect	100	200	DRAG130-39
Dust, Repulsion, Small Birds	100	500	DRAG030-37
Dust, Revealing	1,000	4,000	DRAG126-51
Dust, Rust	1,000	5,000	DRAG086-26
Dust, Sleeping	800	1,600	AC04-31
Dust, Sleeping, Green	800	1,600	1032-125
Dust, Smoke	—	750	2100-179
Dust, Sneezing	—	1,000	AC04-31
Dust, Sneezing & Choking	—	1,000	2100-168
Dust, Tracelessness	500	200	2100-168
Dust, Trail Dispersion	500	5,000	PHBR2-107
Dust, Truth	400	900	DRAG130-39

Earring

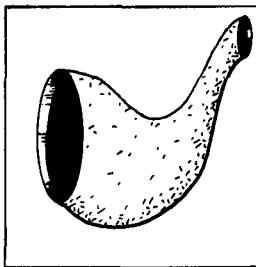
This is a general term for any piece of jewelry worn on or hanging from the ear, whether ring shaped or otherwise. Earrings are common types of jewelry, and magical earrings may be easily be mistaken for the normal sort. Earrings are most often made out of gold and silver, but other materials can be used.



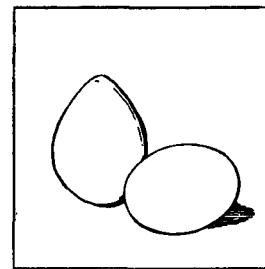
Name	EP	Cost	Book/Page
Earring, Alignment Detection	500	5,000	DRAG080-30
Earring, Burrowing	—	2,000	AC04-032
Earring, Defense	1,000	7,000	AC04-032
Earring, Equus	2,000	10,000	DUNG022-34
Earring, Protection +1	2,000	10,000	AC04-032
Earring, Protection +2	2,500	12,500	AC04-032
Earring, Protection +3	3,000	15,000	AC04-032
Earring, Protection +4	3,500	17,500	AC04-032

Name	EP	Cost	Book/Page
Earring, Protection +5	4,000	20,000	AC04-032
Earring, Sea, of the	500	5,000	LC1-18
Earring, Seamanship	500	5,000	AC04-032

Eartrumpet



Name	EP	Cost	Book/Page
Eartrumpet, Magical	3,000	15,000	LNA1-68



Name	EP	Cost	Book/Page
Egg, Anti-Magic	4,000	40,000	SJR1-75
Egg, Cloudkill	1,200	6,000	EX2-20
Egg, Crystal, True King	1,000	5,000	DRAG040-30
Egg, Desire, Black	500	5,000	2017-099
Egg, Desire, Bone	900	10,000	2017-099
Egg, Desire, Crystal	800	9,000	2017-099
Egg, Desire, Golden	600	4,000	2017-099
Egg, Desire, Scarlet	700	3,500	2017-099
Egg, Disintegration	2,000	10,000	EX2-20
Egg, Flame	1,000	5,000	1032-062
Egg, Fogcloud	800	4,000	EX2-20
Egg, Golden of Ghastar	1,000	5,000	1032-077
Egg, Guardian	500	2,500	DRAG005-09
Egg, Hard-Boiled	300	600	AC04-032
Egg, Philosopher's	1,000	5,000	2121-142
Egg, Phoenix	Relic	P	II2-A3
Egg, Reason	250	2,500	2017-100
Egg, Rotten	—	500	AC04-032
Egg, Shattering	—	500	2017-100
Egg, Soft-Boiled	300	600	AC04-032
Egg, Stinking Cloud	200	500	EX2-20
Egg, Wonder, Baboon, Rock	100	1,000	1013-53
Egg, Wonder, Bat, Giant	100	1,000	1013-53
Egg, Wonder, Bear, Black	300	3,000	1013-53
Egg, Wonder, Bear, Grizzly	600	6,000	1013-53
Egg, Wonder, Boar	300	3,000	1013-53
Egg, Wonder, Cat, Mountain Lion	500	5,000	1013-53
Egg, Wonder, Cat, Panther	500	5,000	1013-53
Egg, Wonder, Ferret, Giant	300	3,000	1013-53
Egg, Wonder, Lizard, Draco	800	8,000	1013-53
Egg, Wonder, Lizard, Gecko	600	6,000	1013-53
Egg, Wonder, Snake, Racer	600	6,000	1013-53
Egg, Wonder, Wolf, Normal	200	2,000	1013-53

Name

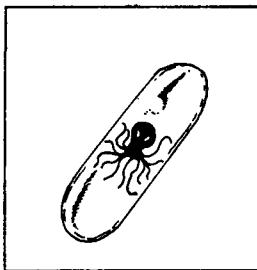
EP

Cost

Book/Page

Eidolon

The eidolon is a translucent, yellow crystal lozenge about six inches by four inches by two inches. Within the crystal is the image of an octopus or squid with 12 tentacles. Only priests and mages may be affected by or possess the eidolon. Any mage or priest viewing the object for the first time, must save versus spell or attempt to steal it.



Eidolon, Khalk'ru

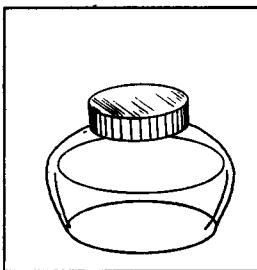
5,000

10,000

DRAG045-22

Elixir

These magical fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. A container generally holds enough fluid to provide one person with a single dose that will bestow the effects defined in the elixir's description. Sometimes a user can enjoy a diminished benefit or one of shorter duration by drinking a partial dose (saving the rest for later use).



Elixir, Additional Weaponry

100

1,000

DRAG168-19

Elixir, Golden

1,000

10,000

7014-46

Elixir, Health

350

2,000

2100-142

Elixir, Life

250

2,500

2017-090

Elixir, Madness

—

500

2100-142

Elixir, Rage

250

400

POLY065-17

Elixir, Reduction

—

250

DRAG168-19

Elixir, Truth

400

1,200

POLY065-19

Elixir, Undead

500

5,000

DRAG076-17

Elixir, Underground Awareness

500

1,100

POLY065-19

Elixir, Vitality

50

250

POLY065-20

Elixir, Youth

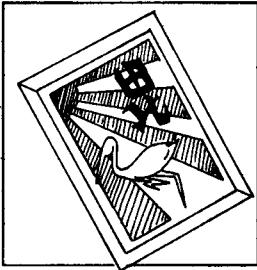
500

1,000

2100-142

Ema

An ema is a plaque made from rare wood, with detailed art painted on its front. It radiates strong magic. If inscribed on the back with rare quality ink (minimum value 20 ch'ien/100 gp) using the calligraphy proficiency and hung near a shrine to the appropriate spirit or deity, that spirit will grant the user a *wish*. Only shukenja and wu jen, can use emas as they are extremely powerful items.



Ema, Wishing

1,000

10,000

DUNG038-70

Name

EP

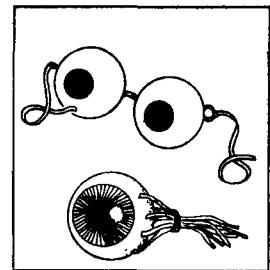
Cost

Book/Page

Eye

Some eyes are ovoid spheres carved from stone, crystal, metal, or bone. They usually must be worn or carried in a certain way to make them work.

Other eyes are pairs of crystal lenses that fit over the user's eyes; their magic is activated when the user gazes through the lenses



Eye, Accuracy

200

500

1060-114

Eye, Arik, of

7,500

75,000

B03-004

Eye, Assassin's

500

5,000

DRAG005-07

Eye, Black Opal

3,000

20,000

RPGA2-16

Eye, Charming

4,000

24,000

2100-168

Eye, Dragon, Black

3,000

20,000

DRAG091-58

Eye, Dragon, Blue

3,000

20,000

DRAG091-58

Eye, Dragon, Brass

3,000

20,000

DRAG091-58

Eye, Dragon, Bronze

3,000

20,000

DRAG091-58

Eye, Dragon, Copper

3,000

20,000

DRAG091-58

Eye, Dragon, Gold

3,000

20,000

DRAG091-58

Eye, Dragon, Green

3,000

20,000

DRAG091-58

Eye, Dragon, Platinum

3,000

20,000

new item

Eye, Dragon, Red

3,000

20,000

DRAG091-58

Eye, Dragon, Silver

3,000

20,000

DRAG091-58

Eye, Dragon, White

3,000

20,000

new item

Eye, Eagle, of the

3,500

18,000

2100-168

Eye, Fire, Avissar's

4,000

35,000

DRAG123-38

Eye, Humbaba's Glaring

Relic

70,000

1021-58

Eye, Immortal

1,500

15,000

HWR2-d34

Eye, Infravision

500

5,000

POLY047-27

Eye, Leviathan, of the

2,000

12,500

CA1-030

Eye, Magic, Bowl-Lid Size

500

5,000

1060-116

Eye, Magic, Buckler Size

400

4,000

1060-116

Eye, Magic, Coin Size

100

1,000

1060-116

Eye, Magic, Saucer (Half) Size

300

3,000

1060-116

Eye, Magic, Trade-Token Size

200

2,000

1060-116

Eye, Minute Seeing

2,000

12,500

2100-168

Eye, Night Vision

1,000

5,000

DRAG073-40

Eye, Petrification

2,500

13,000

2100-168

Eye, Petrification, Cursed

—

1,800

2100-168

Eye, Traldar, of

2,000

20,000

DDA3-31

Eye, Undead, of the

500

2,500

DRAG076-16

Eye, Underwater Vision

250

1,250

DRAG073-38

Eye, Vecna

Relic

35,000

WGA4-69

Eye, Winking

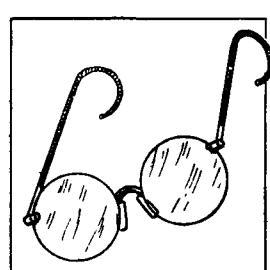
4,000

35,000

1060-114

Eyeglasses

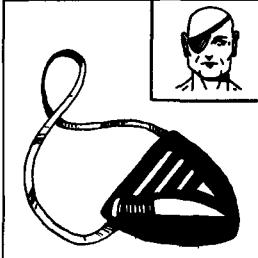
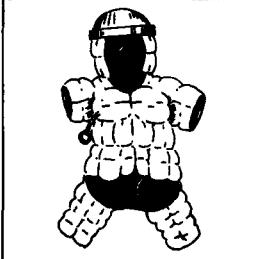
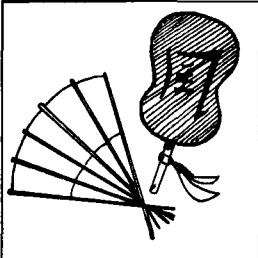
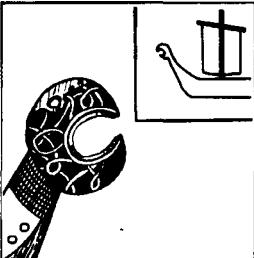
Eyeglasses are lenses or pairs of lenses surrounded by a metal or bone frame. The frame rests on the bridge of the wearer's nose. Some eyeglasses have bars (temples) that hook behind the ears and hold the frame in place, others just sit on the wearer's nose. Creatures who do not possess human-like heads cannot wear eyeglasses.

Eyeglass, Jeweler,
Lupe of Cormac

2,000

25,000

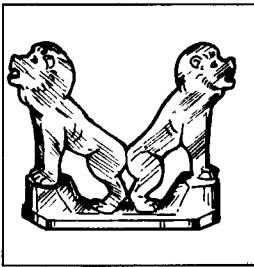
POLY61-21

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Eyepatch				Feather			
							
<i>Eyepatches are used to cover the unsightly effects of eye injuries. The patch allows the eye to heal, or (if the eye is completely lost) keeps dirt and other debris from entering the empty cavity. Magical eyepatches generally allow the character to see what he normally would not be able to.</i>				<i>Feathers are often used in the making of arrows and bolts, but usually see no other use. They can be used to create the famous Quaal's Feather Token magical items, however. Feather tokens are small magical devices made to fulfill special needs. Many types of tokens are listed below, but others can be created as desired. Each token is usable once.</i>			
Eyepatch, Tenth	2000	15,000	2023-79	Feather, Lapland	800	4,000	2006-44
Falling Softener				Feather Token, Quaal's, Anchor	500	2,000	2100-177
				Feather Token, Quaal's, Bird	600	3,000	2100-177
<i>Gnomish investigators found that some alchemical substances produce air when mixed together. This discovery led to the falling softener, a safety device intended to limit falling damage. It looks like a thickly padded leather vest with a hood and leg protectors attached. When falling, the user pulls on a ring, releasing the two alchemical compounds. The device rapidly fills with air and forms a soft, protective cushion; falling damage is reduced to one tenth, unless falling on sharp objects. If this happens, the vest is punctured and the user flies wildly through the area, bumping into nearby obstacles, until all the air escapes from the vest (2d4 minutes). If falling on a hard surface, the user keeps on bouncing for 2d4 minutes.</i>				Feather Token, Quaal's, Fan	700	4,000	2100-177
Falling Softener, Portable	100	200	AC11-091	Feather Token, Quaal's, Swan boat	800	5,000	2100-177
Fan				Feather Token, Quaal's, Tree	900	6,000	2100-177
				Feather Token, Quaal's, Whip	1,000	7,000	2100-177
<i>A magical fan is a small item made of wood and paper, or sometimes feathers, with an ornate design painted across one face. It is easily damaged, especially by fire. War fans are lightweight metal items, usually non folding, used for defense; they provide as much protection as a small shield. A war fan also can be used to strike blows, its statistics are: Weight 1 lb., Size S, Type B, Speed Factor 2, Damage 1d3/1d2.</i>				Feedbag			
Fan +1	250	2,500	new item	<i>Feedbags are cloth or leather pouches designed to fit over an animal's mouth. A large strap long enough to fit over the animal's head is sewn onto the bag's hem, allowing the bag to fit snugly in place while the animal eats. This allows the owner to feed his animal without using a special tough and without wasting any food.</i>			
Fan +2	500	5,000	new item				
Fan +3	800	8,000	new item	Feedbag, Plenty	500	2,500	DRAG073-38
Fan +4	1,200	12,000	new item	Figurehead			
Fan +5	1,750	17,500	new item	<i>Figureheads are wooden ornaments placed on the bows of sailing ships or spelljammers. A figurehead usually is carved from one or more pieces of wood; common designs include the shapes of women, men, avian animals, or any other totems. Figureheads are often used to quell the superstitions of faint-hearted crews.</i>			
Fan, Charming	1,000	5,000	AC04-033				
Fan, Club	500	2,500	AC04-033	Figurehead, Armless*	400	2,000	1072-79
Fan, Cooling	600	3,000	DRAG073-36	Figurehead, Blessing*	400	4,000	FR02-63
Fan, Dancing	1,200	6,000	AC04-033	Figurehead, Combinant			
Fan, Defending,				<i>(Any combination of any figurehead type that is followed by an asterisk can be combined into one more powerful version)</i>			
Five Fire Seven Feather	Relic	P	2006-67	Figurehead, Additive	Additive	Additive	1072-79
Fan, Fanfare	500	2,500	AC04-033	Figurehead, Cursed*	—	1,200	AC04-033
Fan, Sorceress, of the	1,000	5,000	DRAG073-40	Figurehead, Eyes Closed +1*	800	4,000	1072-79
Fan, Warmth	200	1,000	new item	Figurehead, Eyes Closed +2*	1,600	8,000	1072-79

Name	EP	Cost	Book/Page
Figurehead, Eyes Closed +3*	3,200	16,000	1072-79
Figurehead, Eyes Closed +4*	6,400	32,000	<i>new item</i>
Figurehead, Full-Bodied*	300	1,500	1072-79
Figurehead, Headgear Wearing*	600	3,000	1072-79
Figurehead, Protection	800	8,000	AC04-033
Figurehead, Sideways Glancing*	600	3,000	1072-79
Figurehead, Smiling, Cursed +1*	—	1,000	1072-79
Figurehead, Smiling -1*	400	2,000	1072-79
Figurehead, Smiling -2*	800	4,000	1072-79
Figurehead, Smiling -3*	1,600	8,000	1072-79
Figurehead, Smiling -4*	3,200	16,000	<i>new item</i>
Figurehead, Wondrous Power, Attacks	5,000	54,000	DRAG159-17
Figurehead, Wondrous Power, Disguise	2,000	27,000	DRAG159-17
Figurehead, Wondrous Power, Speed	3,000	36,000	DRAG159-17

Figurine of Power

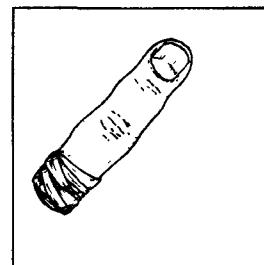
There are several kinds of *figurines of wondrous power*. Each appears to be a tiny statuette an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted in the item description). The animal obeys and serves its owner. If a *figurine of wondrous power* is broken in its statuette form it is forever ruined, all magic is lost, and it has no power. If slain in animal form, it simply reverts to a statuette and can be used again at a later time.



Figurine, Wondrous Power, Ebony Fly	400	4,000	2011-144
Figurine, Wondrous Power, Golden Lion	500	5,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Terror	800	8,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Travail	1,600	16,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Traveling	400	4,000	2011-144
Figurine, Wondrous Power, Marble Elephant, African	1,100	11,000	2011-144
Figurine, Wondrous Power, Marble Elephant, Asiatic	1,000	10,000	2011-144
Figurine, Wondrous Power, Marble Elephant, Mammoth	1,300	13,000	2011-144
Figurine, Wondrous Power, Marble Elephant, Mastodon	1,200	12,000	2011-144
Figurine, Wondrous Power, Obsidian Steed	600	6,000	2100-144
Figurine, Wondrous Power, Onyx Dog	200	2,000	2100-144
Figurine, Wondrous Power, Serpentine Owl	400	4,000	2100-144

Name	EP	Cost	Book/Page
Finger			

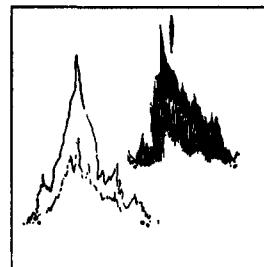
This item is actually a combination of five single pieces. Each piece is a single digit from one hand of Gryylph, a notorious rogue whose life remains cloaked in mystery. Some believe he once tried to overthrow the infamous Thieves' guild in Lankhmar and claim it as his own. Each finger grants a +2% bonus (cumulative) on all thieving skills. The thumb, however, grants a +2 to the thief's level.



Finger, Gryylph Discoon's Thumb, Gryylph Discoon's	Relic	20,000	LNR1-93
	Relic	45,000	LNR1-93

Fire

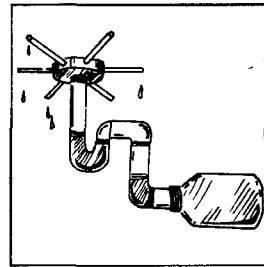
Magical fire is altered in some way, but has fire's basic form. Cold fire looks the same as normal fire but generates no heat. Cold fire is useful as a light source without danger of accidental fires. Dark fire generates heat as normal fire but it produces no light. Dark fire is useful for soldiers who want warmth, but do not wish to be spotted.



Fire, Cold	500	2,500	PHBR4-109
Fire, Dark	500	2,500	PHBR4-109

Fire Extinguisher

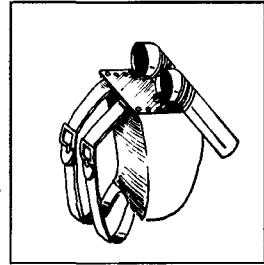
The heart of Aldryk's *Fire Quencher* is a decanter of endless water, unstoppered and attached to a system of copper pipes which distribute the water throughout the area where it is installed. A small box for adding dry chemicals to the water is attached to the main pipe. Although the device is not invisible, most characters who enter a building where one is installed don't notice it unless they actually look for it.



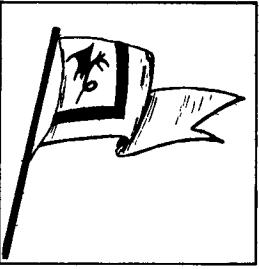
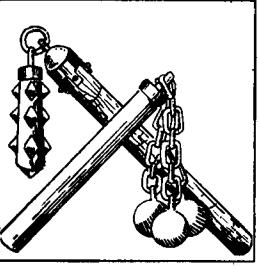
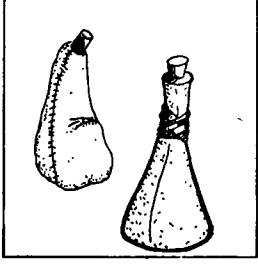
Fire Quencher, Aldryk's	300	3,000	AC11-003

Firepack

This invention is named after a nefarious Karameikan wizard. The firepack consists of a thick leather backpack with two wands of fireballs firmly attached. The wands point 45° down and backward. The wand tips are stuck in metal tubes. Upon uttering the command word, the wands shoot fireballs into the tubes which channel the flames out with great force.



Firepack, Bargle's Infamous	1,500	15,000	AC11-090

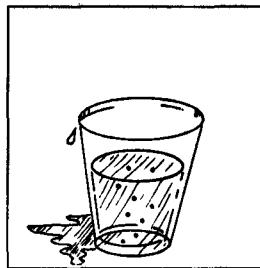
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Fist							
				The term "fist" is an all encompassing term that includes hammers, actual dried monkey fists, or metal gloves (gauntlets) with pointed knuckles of solid metal. Enchanted metal gauntlets, regardless of their other powers, make the wearer's fists into formidable weapons. See the Gauntlet entry, page 61 for more magical options.			
Fist	900	9,000	FR11-43	Flail +1	450	4,000	2011-125
Fist +1	1,000	10,000	<i>new item</i>	Flail +2	900	8,000	<i>new item</i>
Fist +2	1,500	15,000	<i>new item</i>	Flail +3	1,350	12,000	<i>new item</i>
Fist, Delzoun's	Relic	95,000	FR05-60	Flail +4	1,800	16,000	<i>new item</i>
Fist, Monkey of Ha'chao	1,350	12,500	1032-064	Flail +5	2,250	4,000	<i>new item</i>
Flag							
				Flail, Alignment Detection	100	600	<i>new item</i>
Flags (also known as colors, tricolors, etc.) are square, rectangular, or triangular pieces of cloth that are hung from the highest point of a ship, castle, fort, or building. Their colorful cloth is used to designate ownership or allegiance with a specific country, individual, or order.				Flail, Armor Piercing +1	750	7,000	POLY047-26
Flag, Dragon	1,000	5,000	SJQ1-87	Flail, Armor Piercing +2	1,000	9,500	POLY047-26
Flag, Untrue Colors	500	2,500	DRAG145-40	Flail, Banishing +1	2,500	12,500	DRAG169-88
Flagon				Flail, Banishing +2	4,500	22,500	DRAG169-88
				Flail, Breathing	2,500	12,500	1013-58
Flagons are large containers used for storing and serving wine or other beverages. They usually are made from pottery or metal. Every flagon has a handle and a spout. Flagons often have covers as well. Expensive and enchanted flagons usually have richly sculpted handles and covers.				Flail, Charming	1,000	7,000	1013-58
Flagon, Dragons	6,000	40,000	FR04-40	Flail, Chill Blade	2,000	10,000	DRAG169-90
Flagon, Zagyg's Flowing	750	3,500	2017-104	Flail, Deceiving	1,000	5,000	1013-58
Flail				Flail, Defending	2,000	10,000	1013-58
				Flail, Defiance	3,500	17,500	DRAG169-90
Flails are agricultural tools used to thresh grain. A flail has a long, wooden handle with a free swinging bar attached to one end. Since the earliest days of war, farmers recruited to fight in wars have used this item as a weapon, and armorers have designed variations intended solely for fighting. Most magical flails are weapons, but some aid agricultural endeavors.				Flail, Deflecting	1,500	7,500	1013-58
Flail +1	450	4,000	2011-125	Flail, Doomwarding +1	4,000	20,000	DRAG169-90
Flail +2	900	8,000	<i>new item</i>	Flail, Draining	1,500	7,500	1013-58
Flail +3	1,350	12,000	<i>new item</i>	Flail, Extinguishing	1,500	7,500	1013-58
Flail +4	1,800	16,000	<i>new item</i>	Flail, Finding	1,000	12,000	1013-58
Flail +5	2,250	4,000	<i>new item</i>	Flail, Flaming	1,000	3,500	1013-58
Flail, Alignment Detection	100	600	<i>new item</i>	Flail, Flying +1	1,500	7,500	1060-115
Flail, Armor Piercing +1	750	7,000	POLY047-26	Flail, Flying +2	3,000	15,000	1060-115
Flail, Armor Piercing +2	1,000	9,500	POLY047-26	Flail, Healing	5,000	40,000	1013-58
Flail, Banishing +1	2,500	12,500	DRAG169-88	Flail, Hiding	1,500	7,500	1013-58
Flail, Banishing +2	4,500	22,500	DRAG169-88	Flail, Holding	2,000	10,000	1013-58
Flail, Breathing	2,500	12,500	1013-58	Flail, Hornblade +1	750	2,000	2017-105
Flail, Charming	1,000	7,000	1013-58	Flail, Hornblade +2	1,500	4,000	2017-105
Flail, Chill Blade	2,000	10,000	DRAG169-90	Flail, Illusory Metal	1,000	3,000	LNA3-51
Flail, Deceiving	1,000	5,000	1013-58	Flail, Impaling +1	150	1,500	PHBR2-107
Flail, Defending	2,000	10,000	1013-58	Flail, Impaling +2	300	3,000	PHBR2-107
Flail, Defiance	3,500	17,500	DRAG169-90	Flail, Invisible	1,000	5,000	DRAG169-90
Flail, Deflecting	1,500	7,500	1013-58	Flail, Jump	2,000	10,000	DRAG169-90
Flail, Doomwarding +1	4,000	20,000	DRAG169-90	Flail, Lighting	400	3,000	1013-58
Flail, Draining	1,500	7,500	1013-58	Flail, Random-Target +2	200	1,000	DRAG134-43
Flail, Extinguishing	1,500	7,500	1013-58	Flail, Rust +1	1,000	5,000	DRAG169-92
Flail, Finding	1,000	12,000	1013-58	Flail, Silencing	900	4,000	1013-58
Flail, Flaming	1,000	3,500	1013-58	Flail, Slowing	500	3,500	1013-58
Flail, Flying +1	1,500	7,500	1060-115	Flail, Speaking +4	1,500	7,500	<i>new item</i>
Flail, Flying +2	3,000	15,000	1060-115	Flail, Speeding	1,500	7,500	1013-58
Flail, Healing	5,000	40,000	1013-58	Flail, Translating	900	7,000	1013-58
Flail, Hiding	1,500	7,500	1013-58	Flail, Watching	2,000	6,000	1013-58
Flail, Holding	2,000	10,000	1013-58	Flail, Wishing	2200	11,000	1013-58
Flask							
				Flasks are metal, ceramic or glass bottles with small necks and flat bases. Most flasks have caps, and many are contoured so they can be easily carried on the hip; such flasks usually hold beverages. Others are designed for alchemical use. Nevertheless, most enchanted flasks contain things not usually found in bottles or jars—anything from a terrible curse to an enraged extra-planer being might appear when a character unstoppers a magical flask. For more details, and magical options, see the Beaker entry on page 30 and the Bottle entry on page 34.			
Flask, Curses	—	1,000	2100-169				

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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Flask, Iron	—	2,000	2100-173	Font	—	50,000	2011-158
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Fluid

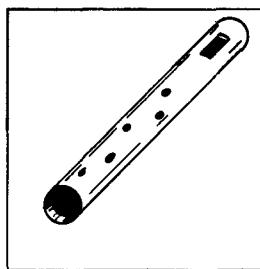
Fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. Unless noted otherwise in the fluid's description, a container holds enough fluid for only one dose or application. See the Oil entry on page 99 for more details and magical options.



Fluid, Mummy Embalming	500	2,500	DRAG076-17
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Flute

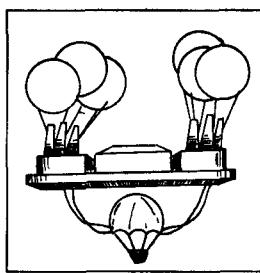
A flute is a wind instrument made from a hollow tube of wood, ceramics, or other materials. To produce notes, the musician blows into one end of the tube while manipulating keys arranged along the tube's length. Very simple flutes dispense with keys and just have holes in the tube. Flutes with keys, however, can produce much more complex music than the simple types can.



Flute, Bone	500	2,500	AC04-034
Flute, Courage	1,000	5,000	AC04-034
Flute, Danger	1,200	6,000	AC04-034
Flute, Dismissing	4,000	30,000	DRAG047-18
Flute, Faerie	1,500	6,500	AC04-034
Flute, Hwal, Silver, of	20	200	LNR2-28
Flute, Luck	2,000	10,000	AC04-034
Flute, Playing	700	2,100	DRAG073-40
Flute, Silver	1,000	5,000	AC04-034
Flute, Wandering Monsters	2,000	20,000	<i>new item</i>
Flute, Wind Dancing	1,000	5,000	2021-092

Flying Nightmare

The flying nightmare is a huge, two-level platform built from wood reinforced with steel bands. Six huge hot air balloons (three at either end) and fire towers keep the device aloft. Underneath the upper deck there is a large chamber fitted with parachutes. This can be released from the rest of the platform to deliver troops to the ground.



Flying Nightmare, Rumblebotty's	2,500	17,000	AC11-077
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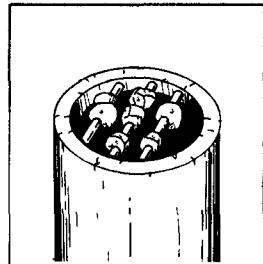
Font
Little is known about this powerful relic except for what can be found in the *Unique Menageries*: "This was a pearl-white pool, contained in a milk-colored crystal that appeared in the eastern wastes. The waters were too bitter to drink, but if one looked into the font in the light of the full moon, one could see scenes of antiquity that one would swear were real."



Font, Time	Relic	P	FR10-86
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Forge

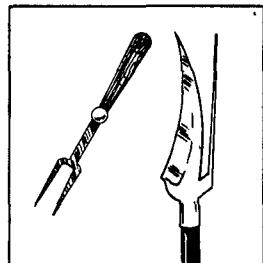
Magical forges are huge furnaces constructed of enchanted stones held together with a network of steel rods. When metal armor or weapons are placed in the furnace and heated to glowing red, the furnace enchants the metal. See the Anvil entry on page 21 for more information and magical options.



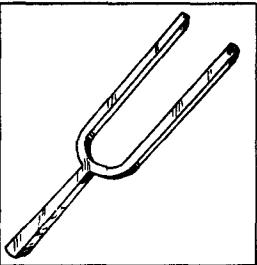
Forge, Iron of the Armies	1,750	17,500	DRAG178-19
Forge, Metal Protection	10,000	50,000	2121-137

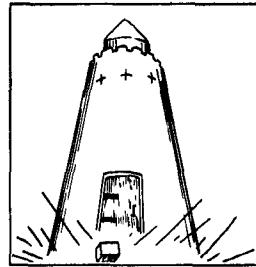
Fork

Forks come in various sizes. Some are small eating utensils. Others are farm tools designed for manipulating straw, or hay. Still others are weapons of war with long handles and wickedly sharp tines. Many types of polearms—particularly fauchards—have fork tines incorporated into their heads. See the Trident entry on page 145 for more magical options.



Fork, Fauchard, Mephistopheles +3	Relic	P	2016-48
Fork, Fauchard, Wounding	4,400	22,000	2016-47
Fork, Jabbing	—	600	AC04-034
Fork, Travel	1,000	10,000	AC04-034

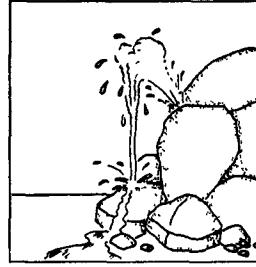
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Fork, Planar							
							
<p>Planar forks are devices used in interplanar travel. The material and the pitch of the fork determines which plane the user has access to. The material is the substance from which the fork is made (usually but not always metal). Pitch is the tone played when the fork is struck against a hard surface.</p>							
Fork, Planar, Brass A	1,000	10,000	DRAG120-42	Fork, Planar, Tin A-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Bronze A	1,000	10,000	DRAG120-42	Fork, Planar, Zinc A	1,000	10,000	DRAG120-42
Fork, Planar, Copper A	1,000	10,000	DRAG120-42	Fork, Planar, Zinc A-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Copper A-Flat	1,000	10,000	DRAG120-42	Fork, Planar, Zinc lead-mix A	1,000	10,000	DRAG120-42
Fork, Planar, Copper A-Sharp	1,000	10,000	DRAG120-42				
Fork, Planar, Gold C-Sharp	1,000	10,000	DRAG120-42				
Fork, Planar, Gold C-Sharp Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold C-Sharp Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Gold D	1,000	10,000	DRAG120-42				
Fork, Planar, Gold D Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold D Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Gold E	1,000	10,000	DRAG120-42				
Fork, Planar, Gold E Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold E Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Gold E-Flat	1,000	10,000	DRAG120-42				
Fork, Planar, Gold E-Flat Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F-Sharp	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F-Sharp Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold F-Sharp Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Gold G	1,000	10,000	DRAG120-42				
Fork, Planar, Gold G Major	1,000	10,000	DRAG120-42				
Fork, Planar, Gold G Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron C-Sharp	1,000	10,000	DRAG120-42				
Fork, Planar, Iron C-Sharp Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron C-Sharp Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron D	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E-Flat	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E-Flat Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron E-Flat Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F-Sharp	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F-Sharp Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron F-Sharp Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Iron G	1,000	10,000	DRAG120-42				
Fork, Planar, Iron G Major	1,000	10,000	DRAG120-42				
Fork, Planar, Iron G Minor	1,000	10,000	DRAG120-42				
Fork, Planar, Lead A	1,000	10,000	DRAG120-42				
Fork, Planar, Lead A-Flat	1,000	10,000	DRAG120-42				
Fork, Planar, Nickel C	1,000	10,000	DRAG120-42				
Fork, Planar, Pewter A	1,000	10,000	DRAG120-42				
Fork, Planar, Platinum C	1,000	10,000	DRAG120-42				
Fork, Planar, Silver C	1,000	10,000	DRAG120-42				
Fork, Planar, Tin A	1,000	10,000	DRAG120-42				
Fork, Planar, Tin A-Flat	1,000	10,000	DRAG120-42				

Fortress

Fortress, Daern's Instant

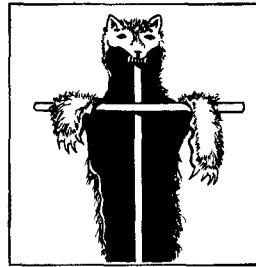
Daern's instant fortress is a small metal cube, but when activated it becomes a tower 20' square and 30' high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10' into the ground. The fortress has a small door which will open only at the command of the owner—even *knock* spells cannot open the door. The walls of the fortress are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing.

7,000 27,500 2100-165

Fountain

Fountain, Gods of the Fountain, Magic

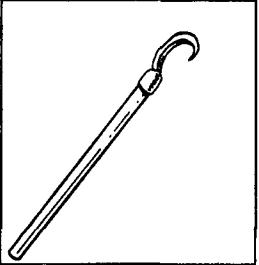
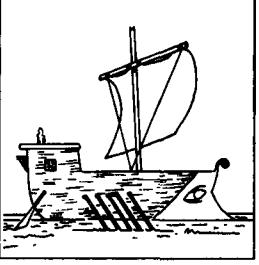
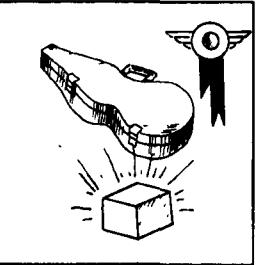
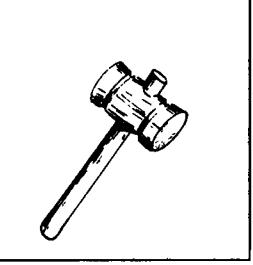
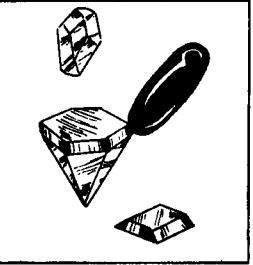
A fountain is a small, bubbling torrent that gushes from a niche in a floor or wall. The water appears to come from underground or from thin air. Magical fountains generally bestow their curses or their magical benefits upon characters who drink or bathe in the water. A save vs. spells sometimes negates a fountain's baneful effects.

Relic P 1066b-26
10,000 100,000 DRAG034-41

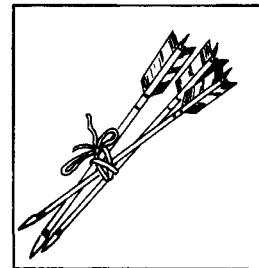
Fur, Warmth

The *fur of warmth* is at least five feet wide and eight feet long. It is made from the pelt of some massive creature native to the Para-elemental plane of ice. One side of the fur has a soft pile—the creature's pelt. The inside is leather—the creature's tanned skin, but a soft cloth liner usually covers the leather.

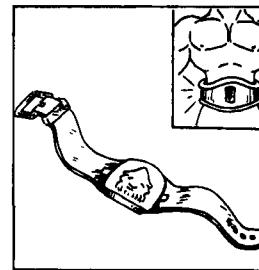
5,000 25,000 2121-137

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Gaff							
A gaff is a 10- to 20-foot-long pole that ends in a metal hook. Sailors use gaffs to pull their craft toward a dock or occasionally, another ship. Gaffs can also be used to bring men or cargo to safety if they fall overboard. Fisherman use gaffs with sharp hooks to help capture fish. Another type of gaff is a kind of overhead spar used to support a quadrilateral sail.							
Gaff, Docking	1,000	5,000	AC04-035	Gauntlet			
Gaff, Gaffes	—	2,000	AC04-035	Gauntlet, Dex	1,000	10,000	2100-169
Galley							
Galleys are long, thin seagoing ships propelled by both sails and oars. The oars are the main source of power (the sails are useful only under the most favorable conditions). On merchant galleys, teams of slaves man the oars. War galleys, however, find slaves too undependable, and use sailors or marines as oarsmen.				Gauntlet, Entrapment	—	1,200	AC04-035
				Gauntlet, Fire Claw +5,	10,000	50,000	IMAG029-36
Galley, Gods, of the	50,000	500,000	FR10-86	Armor Class 0	—	1,000	2100-169
Galley, War, Ra	Relic	P	2006-01	Gauntlet, Fumbling	1,500	5,000	DRAG076-17
Gas				Gauntlet, Ghoul, of the	1,000	4,000	1060-115
A vial of <i>spectre</i> gas releases a free-willed spectre when it is broken or opened. The vial's owner has no control over the monster; however, if he is a cleric or priest with the ability to turn or control undead he can attempt to use this power on the spectre. A <i>potion of undead control</i> or similar item also would be effective.				Gauntlet, Glim-	1,000	10,000	DRAG091-59
				Gauntlet, Heat	1,000	10,000	AC04-035
Gas, Spectre	500	2,500	DRAG076-17	Gauntlet, Holding	1,000	10,000	POLY043-22
Gate				Gauntlet, Iron of Urnst	2,000	12,000	2023-088
Gates open portals to other planes of existence. Most gates are ordinary-looking items, indistinguishable from mundane items of similar construction. Some gates can create portals to more than one location, although usually only one such portal can be opened at any given time.				Gauntlet, Moander	2,500	15,000	FRC2-90
				Gauntlet, Ogre Power	1,000	15,000	2100-169
Gate, Alternate World	5,000	10,000	AC04-007	Gauntlet, Polishing	370	3,700	DRAG159-18
Gate, Cubic	5,000	17,500	2100-165	Gauntlet, Sticking	100	1,000	UK3-28
Gate, Trans-Dimensional	5,000	25,000	CN2-030	Gauntlet, Super Strength	3,000	30,000	
Gavel				Gauntlet, Swimming	1,000	10,000	
Gavels are small wooden mallets. One uses a gavel by rapping it sharply against a piece of wood. Gavels are used by justices of the peace and magistrates to call a court to order, to finish sentencing, or to quiet outbursts during court proceedings.				Gauntlet, Climbing	1,000	10,000	
				Gauntlet, Tamus	100	1,000	
Gavel, Auctions	400	2,000	AC04-036	Gauntlet, The	Relic	60,000	
Gavel, Authority	600	3,000	AC04-036				
Gavel, Order	800	4,000	AC04-036				
Gem							
A magical gem appears identical to a normal gem of some type until checked for a dweomer. Upon command, the gem glows for a brief moment before it produces its magical effect. If a gem is dropped onto a hard surface it must save versus a fall or break upon impact, losing all its magical abilities instantly.							

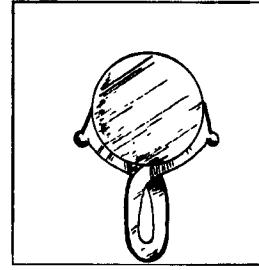
Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Gem, Bloodstone, Fistandrilus	1,000	5,000	2021-097				
Gem, Brightness	2,000	17,500	2100-169				
Gem, Bupu's Emerald	1,000	10,000	2021-097				
Gem, Crystal, Mirror	700	35,000	DRAG005-28				
Gem, Detection, Clear	1,000	5,000	DRAG145-40				
Gem, Detection, Deep Red	1,000	5,000	DRAG145-40				
Gem, Detection, Pale Blue	1,000	5,000	DRAG145-40				
Gem, Detection, Pale Green	1,000	5,000	DRAG145-40				
Gem, Detection, Pale Lavender	1,000	5,000	DRAG145-40				
Gem, Detection, Pearly White	1,000	5,000	DRAG145-40				
Gem, Detection, Pink	1,000	5,000	DRAG145-40				
Gem, Detection, Pink and Green	1,000	5,000	DRAG145-40				
Gem, Detection, Scarlet and Blue	1,000	5,000	DRAG145-40				
Gem, Detection, Vibrant Purple	1,000	5,000	DRAG145-40				
Gem, Drusion	600	6,000	AC04-036				
Gem, Elvenstar	Relic	100,000	X11-60				
Gem, Fire	4,000	25,000	2013-037				
Gem, Fire Elemental	5,000	30,000	GDQ1-124				
Gem, Hand of Nergal	12,000	60,000	7014-46				
Gem, Heart of Ahriman	12,000	60,000	7014-46				
Gem, Ideas	900	4,500	AC04-036				
Gem, Income	1,000	5,000	AC04-036				
Gem, Insight	3,000	30,000	2017-100				
Gem, Life	5,000	50,000	LNR1-94				
Gem, Magic Missile Protection	1,000	7,500	CM8-027				
Gem, Moolsh	2,000	10,000	LNR1-93				
Gem, Nightjewel	500	2,500	2021-098				
Gem, Not-Too-Brightness	500	2,500	DRAG120-19				
Gem, Olfactory Illusion, Opal	1,000	10,000	WGA2-60				
Gem, Power, Elemental, Air	1,200	12,000	T1:4-128				
Gem, Power, Elemental, Earth	1,200	12,000	T1:4-128				
Gem, Power, Elemental, Fire	1,200	12,000	T1:4-128				
Gem, Power, Elemental, Water	1,200	12,000	T1:4-128				
Gem, Protection +1	2,000	10,000	<i>new item</i>				
Gem, Protection +2	3,000	15,000	<i>new item</i>				
Gem, Protection +3	4,000	20,000	<i>new item</i>				
Gem, Protection +4	5,000	25,000	<i>new item</i>				
Gem, Protection +5	6,000	30,000	<i>new item</i>				
Gem, Protection -1 Cursed	—	1,000	<i>new item</i>				
Gem, Protection -2 Cursed	—	2,000	<i>new item</i>				
Gem, Purple, Vesve Forest	3,000	35,000	2023-083				
Gem, Retaliation	2,000	10,000	2121-137				
Gem, Returning	1,500	7,500	AC04-036				
Gem, Scroll Reading	3,500	17,000	DRAG099-51				
Gem, Seeing	2,000	25,000	2100-170				
Gem, Shielding, Clear	500	8,000	DRAG099-50				
Gem, Shielding, Pale Blue	300	5,000	DRAG099-50				
Gem, Shielding, Pale Green	300	5,000	DRAG099-50				
Gem, Shielding, Pale Orange	300	5,000	DRAG099-50				
Gem, Shielding, Pale Violet	450	7,000	DRAG099-50				
Gem, Shielding, Pale Yellow	300	5,000	DRAG099-50				
Gem, Star, Khan-Pelar	1,000	10,000	I4-32				
Gem, Star, Mo-Pelar	1,000	10,000	I4-32				
Gem, Star, Shah-Pelar	1,000	10,000	I4-32				
Gem, True Sight	1,000	5,000	LNR1-94				
Gem, Wishes	2,200	11,000	2018-134				
Gem, Yara's	1,000	10,000	2006-50				



Gift, Gusir's



Girdle, Armida	Relic	45,000	1021-58
Girdle, De'rah	Relic	35,000	M2-30
Girdle, Dwarvenkind	3,500	20,000	2100-170
Girdle, Femininity/Masculinity	—	1,000	2100-170
Girdle, Freshness	1,000	5,000	PC2-40
Girdle, Golden, Urnst	500	3,000	2023-079
Girdle, Lions	2,000	8,000	FR04-37
Girdle, Many Pouches	1,000	10,000	2100-170
Girdle, Strength, Cloud Giant	4,000	40,000	2100-170
Girdle, Strength, Fire Giant	3,500	35,000	2100-170
Girdle, Strength, Frost Giant	3,000	30,000	2100-170
Girdle, Strength, Hill Giant	2,000	20,000	2100-170
Girdle, Strength, Ogre	1,000	15,000	<i>new item</i>
Girdle, Strength, Stone Giant	2,500	25,000	2100-170
Girdle, Strength, Storm Giant	4,500	45,000	2100-170
Girdle, Strength, Meginjarder	Relic	P	2108-176

Glass, Enlarging
Glass, Preserved Words*Gift*

Gusir's gifts are magical arrows found in bundles of 1d3. They are fine looking examples of the fletcher's craft with golden feathers and wonderfully wrought shafts. If detections are made, they appear to be *arrows +1* and give this bonus to attacks. After hitting their target, the arrows magically streak back to their owner, returning to the quiver where they can be used again. Each arrow has only 1d4 charges, however. Each shot with the arrow costs a charge, and once spent, the arrows lose their magic.

Relic 2,500

HR1-65

Girdle

Girdles generally are similar to belts (see page 30). Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like. It is possible to wear both a magical belt and girdle at the same time. However, if the two items have similar functions, only the most powerful grants the wearer any benefits.

Glass

A glass is a magical lens that is secured to an ivory or wooden handle with a metal band. Peering through the lens makes illegible writings and insignias legible. The glass also makes items whose detail is too small for legibility larger so that the glass's user can make them out.

1,500 7,500 DRAG030-36
2,000 10,000 2121-138

Name

EP Cost Book/Page

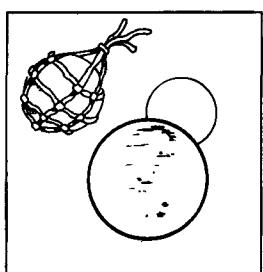
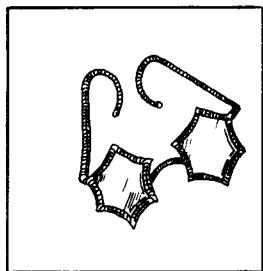
Glasses

The *glasses of the Arcanist* are magical eyeglasses (see page 55) designed and built on the world of Krynn. The lenses are set in solid platinum frames which are so narrow that they will only fit on a kender, elf, or other small humanoid. The wearer can read all writings, and render a perfect translation of any topic in any language. Magical scrolls and spell books can also be read using these glasses. The glasses do not enable a non-spell caster to cast spells. However, they do enable a low-level caster to cast higher level spells from scrolls with no chance of failure.

Glasses, Arcanist 3,000 15,000 2021-092

Globe

Globes are small, hollow, spherical vessels formed from clear glass. They usually contain sparkling liquids with shifting colors. When a globe is dropped or thrown, it automatically shatters, releasing a 10'x10'x10' cloud of colored gas. Some globes function as scrying devices, see the Ball entry on page 27 for details



Globe, Cirulon	750	3,000	DLE3-062
Globe, Glow-	10	100	DUNG024-18
Globe, Glowing	100	200	1060-115
Globe, Mervic's, Black	50	150	POLY047-26
Globe, Mervic's, Blue	50	150	POLY047-26
Globe, Mervic's, Gray	50	150	POLY047-26
Globe, Mervic's, Green	50	150	POLY047-26
Globe, Mervic's, Mottled	50	150	POLY047-26
Globe, Mervic's, Purple	50	150	POLY047-26
Globe, Mervic's, Red	50	150	POLY047-26
Globe, Mervic's, White	50	150	POLY047-26
Globe, Mervic's, Yellow	50	150	POLY047-26
Globe, Purification	500	2,500	2121-138
Globe, Serenity	500	2,500	2121-138
Globe, Vision	750	3,000	DRA091-60
Globe, Yezud	1,000	5,000	7014-46

Glove

Magical gloves usually are made from thick leather. Most gloves are sewn to tightly fit the hand and allow a firmer grip on a weapon. Gloves used in combat do not have decorative jewels or stitching on them, although exceptions like the *glove of lightning* do exist.



Glove, Evasion 1,000 10,000 PHBR2-106

Name

EP Cost Book/Page

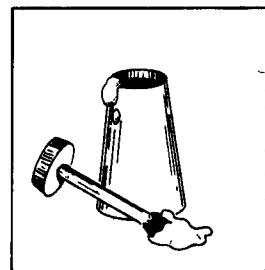
Glove, Freedom, Reglar's	3,000	15,000	2121-143
Glove, Lightning	2,000	20,000	FR10-84
Glove, Missile Snaring	1,500	10,000	2100-170
Glove, Nail Painting	1,000	5,000	DRAG073-38
Glove, Octopus, of the	4,000	40,000	POLY058-10
Glove, Power, Thor's	Relic	P	2006-24
Glove, Sentinel	Relic	24,500	UK3-29
Glove, Thievery	1,000	5,000	2017-100

Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any glue is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container. One ounce of the adhesive will cover about one square foot of surface, bonding virtually any two substances together permanently.

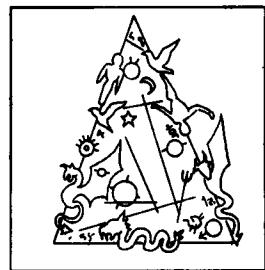
The glue takes one minute to set; if the objects are pulled apart before that time elapses, that application of the glue loses its stickiness and is worthless. A typical container of the substance holds 1d10 ounces of glue.

Glue, Sovereign 1,000 7,500 2100-180



Glyph

A glyph is short piece of magical writing or a magical diagram. A mad duke in Lankhmar accidentally created the one described here. He created this glyph to ward off death. The glyph consists of a large triangle, with many intricate patterns of birds, dragons, men, astral beings, and astrological signs.

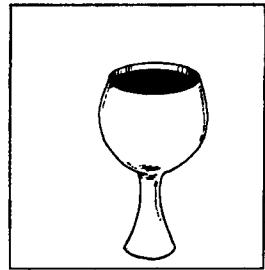


Glyph, Danius'

- 25,000 LNR1-94

Goblet

A goblet is an ornamental cup (page 49) or chalice (page 41). It may be constructed of glass, crystal, metal, or even wood. A goblet does not have a handle and usually has a long-stem ending in a circular base. A goblet is commonly used to sip after-dinner wines and cordials.



Goblet, Fine Drink	500	2,500	DRAG073-38
Goblet, Glory	1,250	12,000	FR04-41
Goblet, Great Kingdom	1,200	8,000	2023-079
Goblet, Manas	1,500	7,500	2006-44

The Magic Encyclopedia

Volume One

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